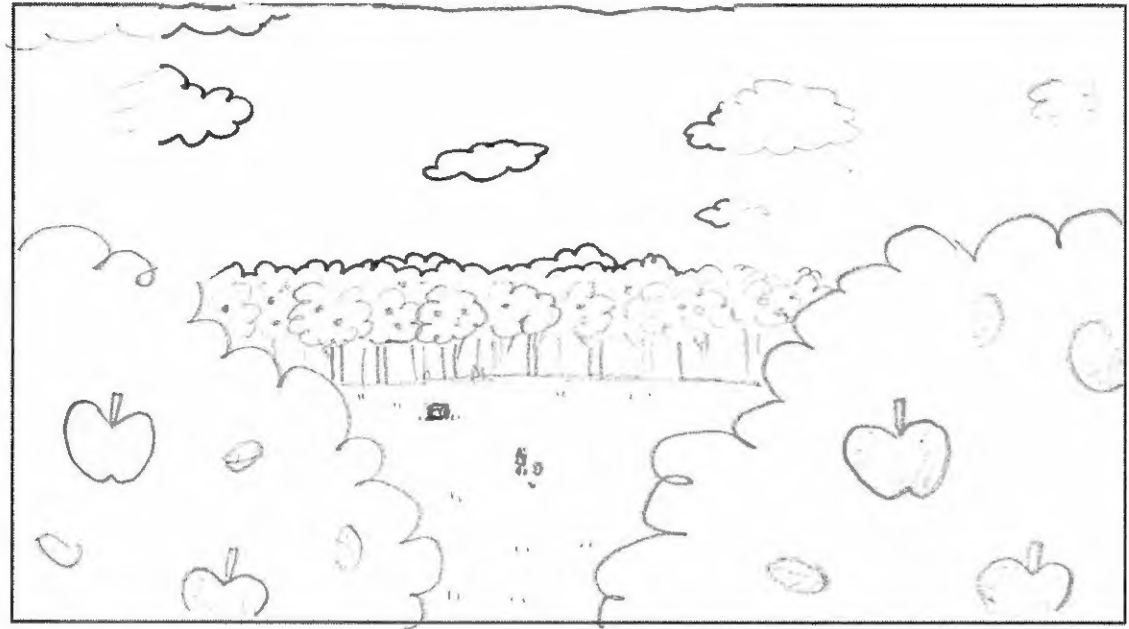


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

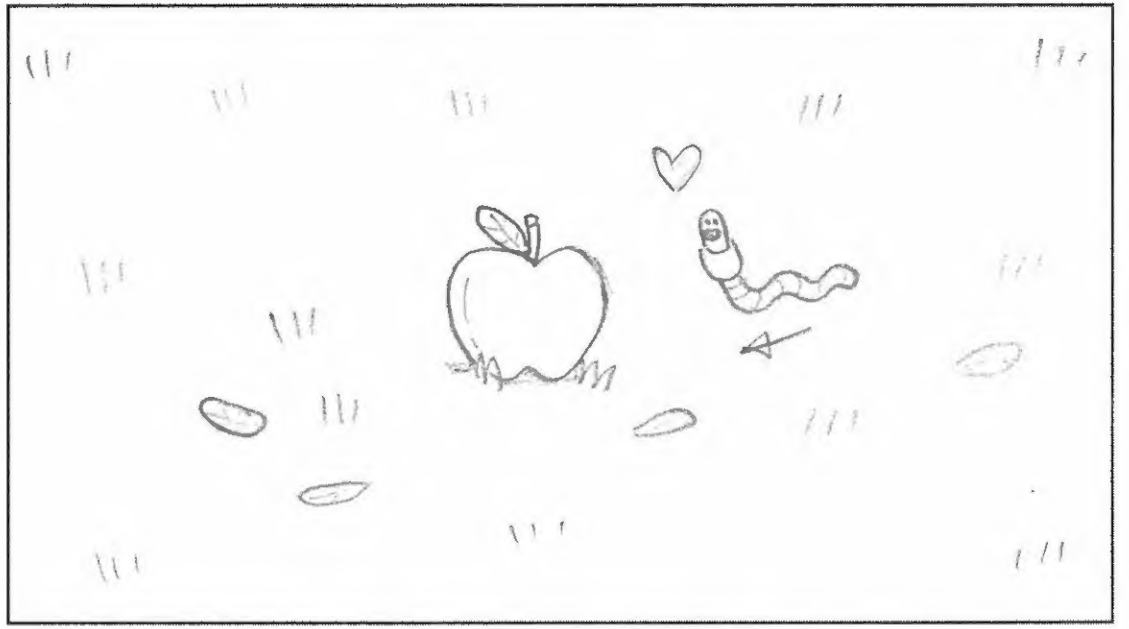
ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog:	Worm : ♪♪~!
Action:	(worm comes crawling in with a happy face)
Timing:	

692016

EPISODE #

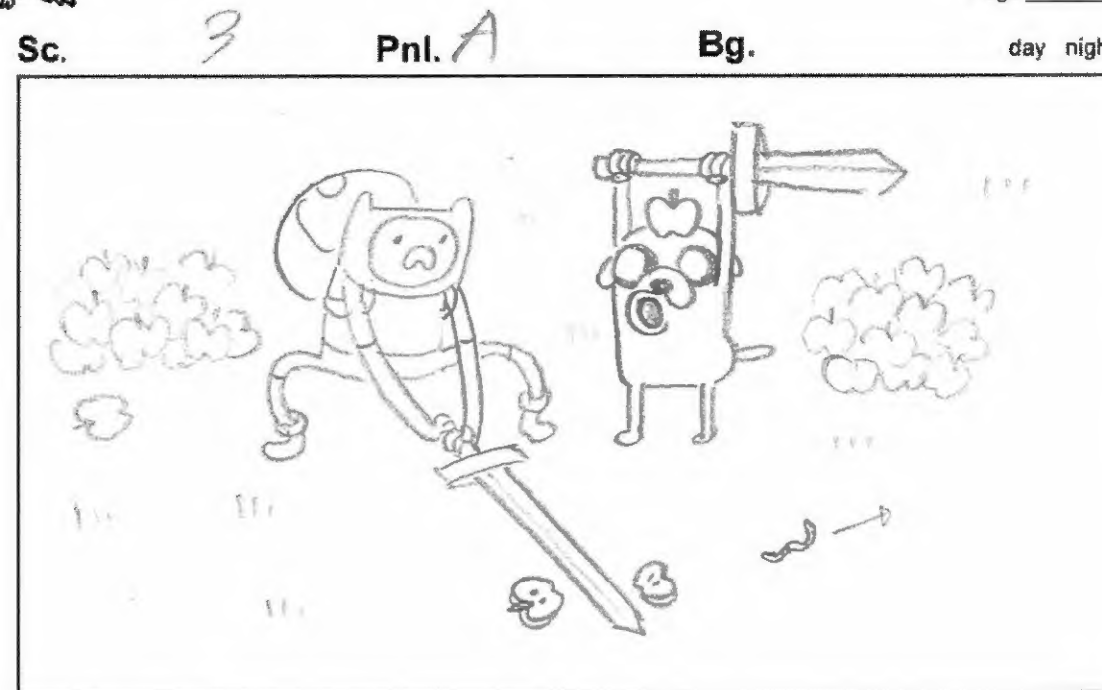
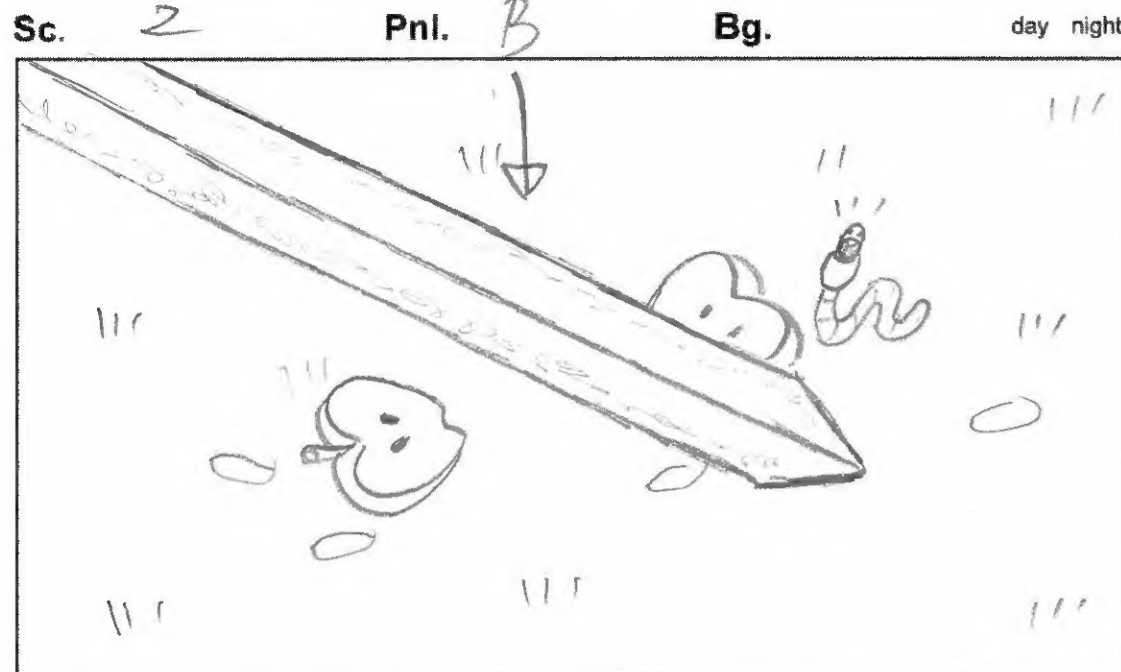
Production :

© 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 2



Dialog:
F: HYAH!!! (o.s.)
W: Ah!!

J: Woo!! Swords!!

Action:
(worm gets freaked out)
(heart disappears ① ♥ ② ☺)

(worm crawls away)

Timing:

EPISODE # 692016

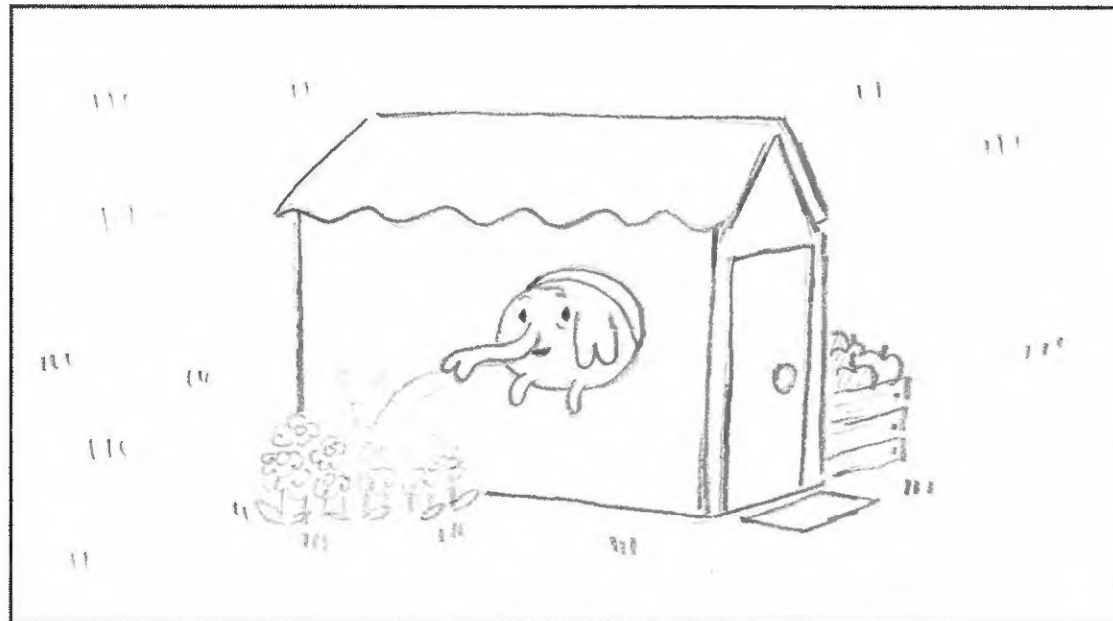
Production :

ADVENTURE TIME

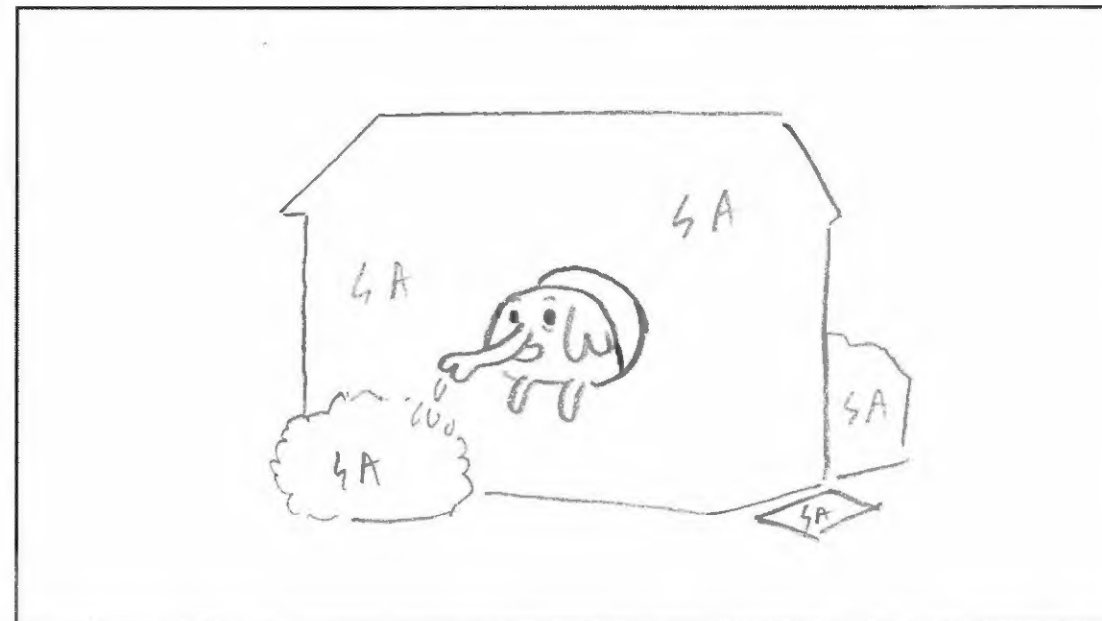


Page 3

Sc. 4 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	
F: Yeah Swords-! (O.S.)	T: Oh- Men and their swords...
J: swords Woo-!! (O.S.)	
Action:	
(TT) waters flowers with her trunk	(T.T. stops watering)
Timing:	

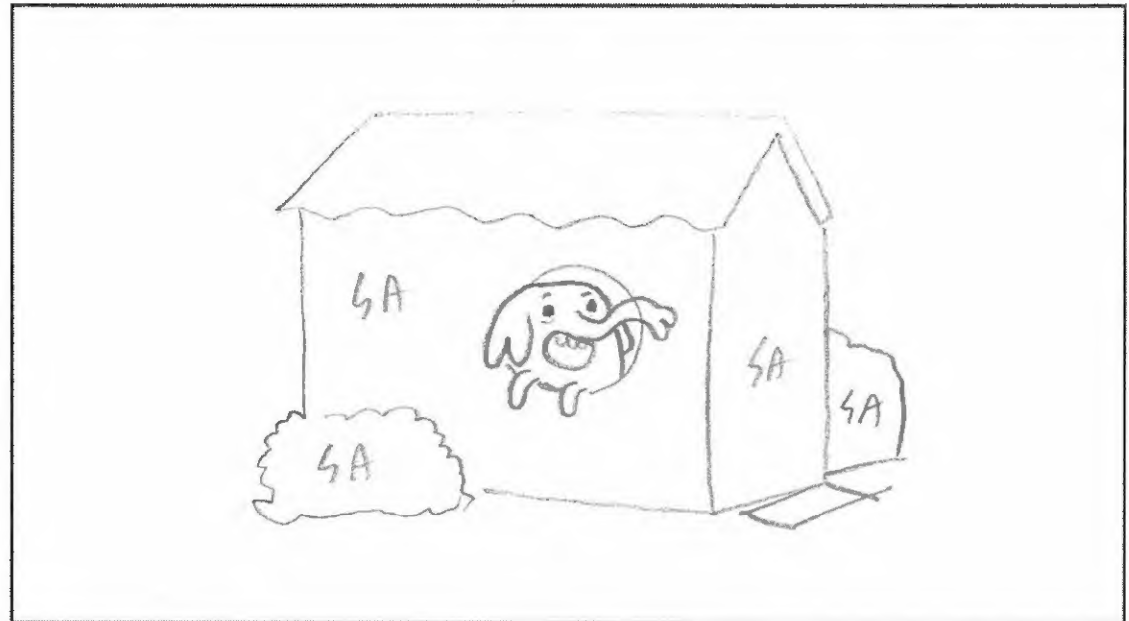
EPISODE # 692016

Production :

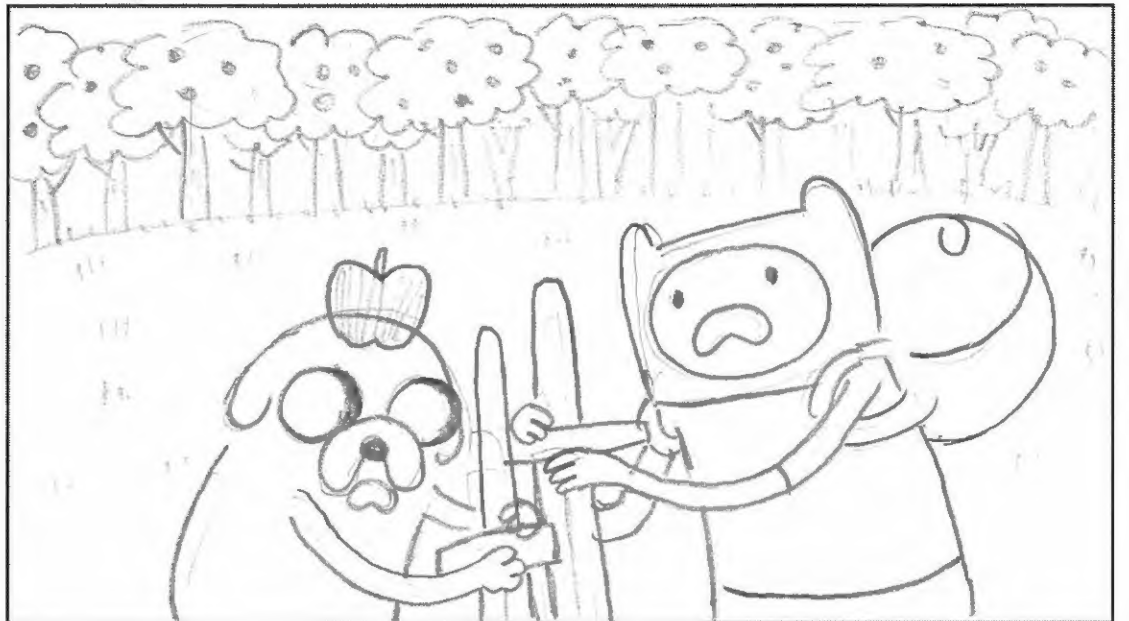
ADVENTURE TIME



Sc. 5 Pnl. A Bg. day night



Sc. 6 Pnl. A Bg. day night



Dialog: T: You boys stop horsin' around with my apples !! F&J: AWW .. Tree Trunks ..

Action:

Timing:

EPISODE # 692016

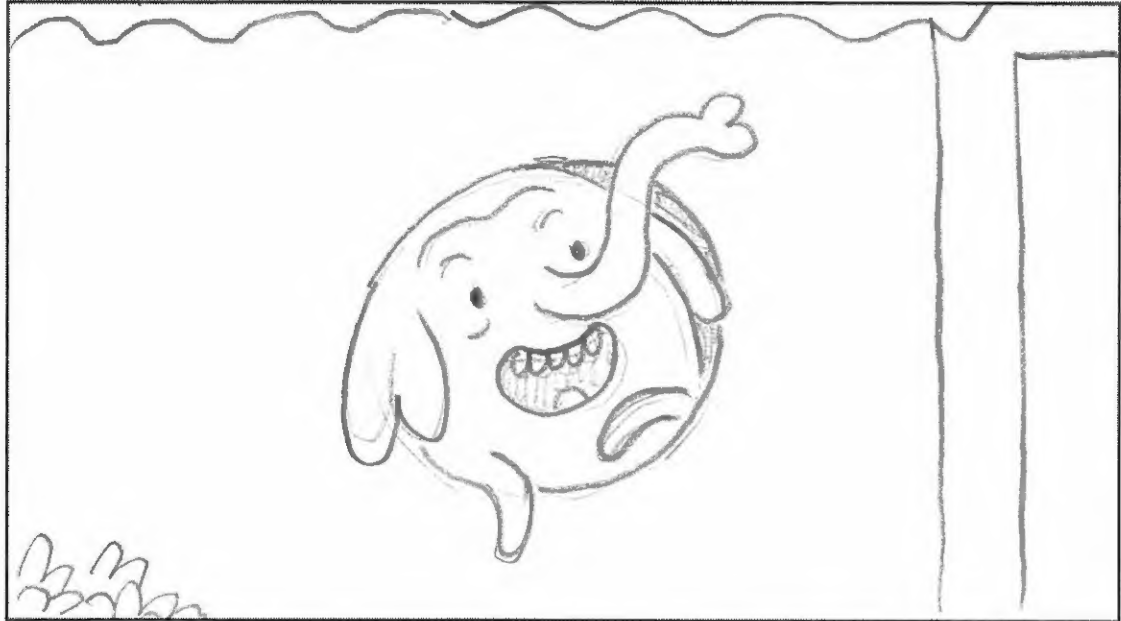
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

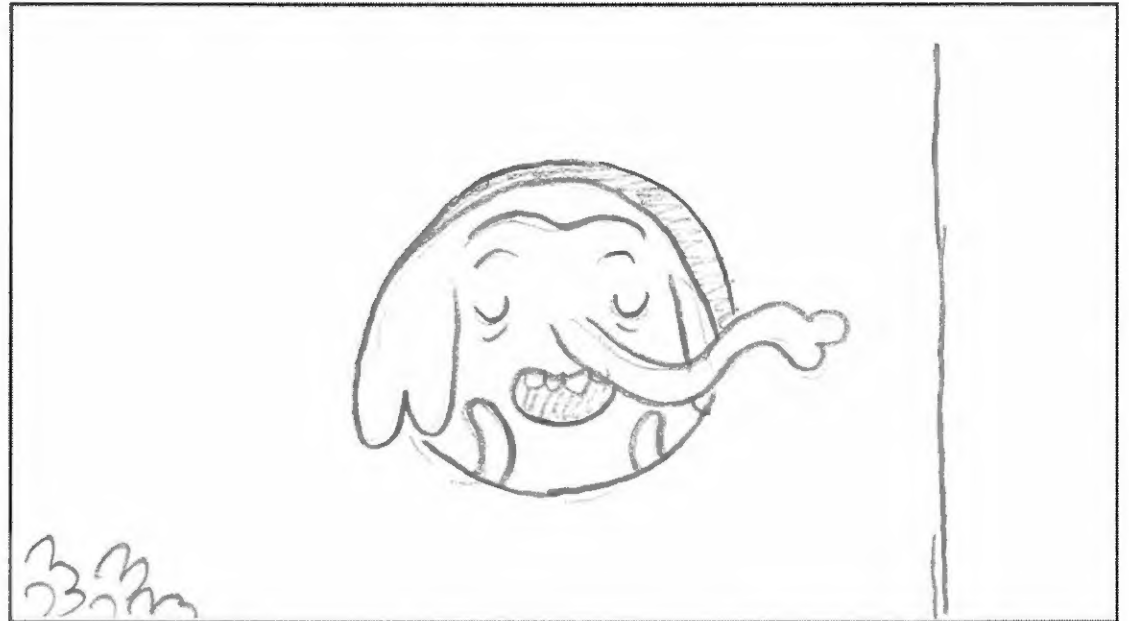
ADVENTURE TIME



Sc. 7 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	T: Now come on over!	T: I baked y'all an apple pie!!
Action:		
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Page 6

Sc.

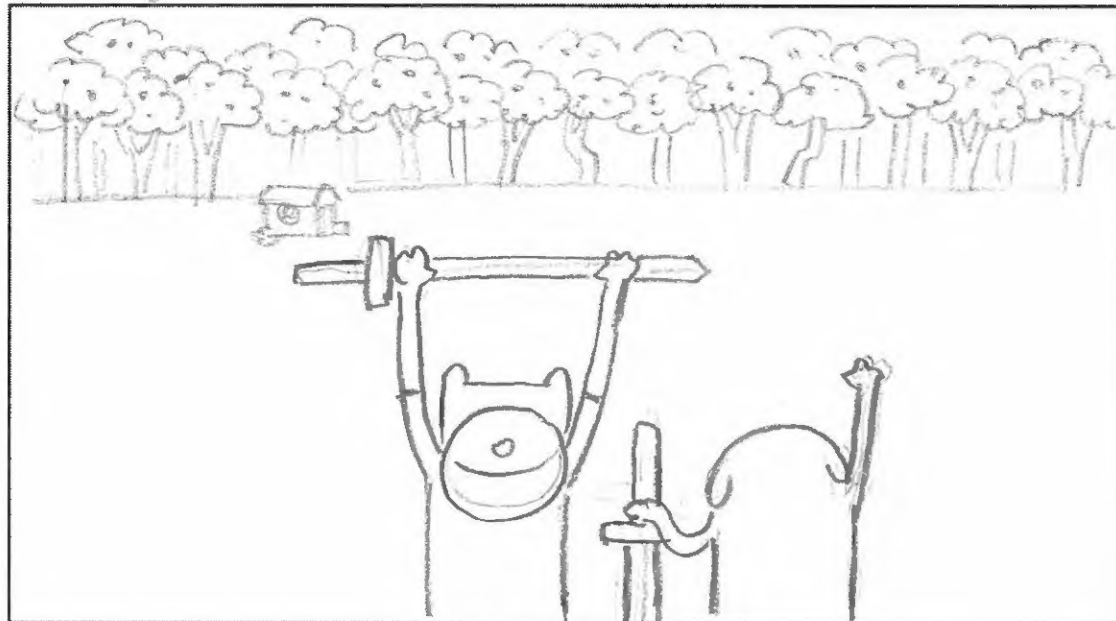
8

Pnl.

A

Bg.

day night



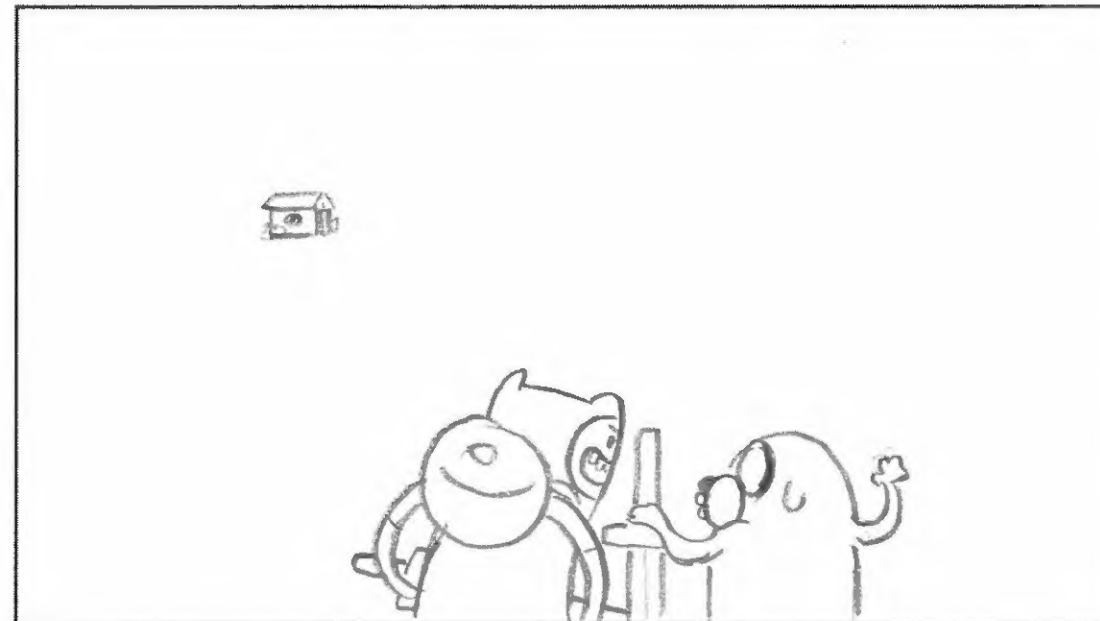
Sc.

Pnl.

B

Bg.

day night



Dialog:

F: Woo! Apple Pie!!
J: Yeah! Whoa!!

F: I'm gonna eat it all
before you even get there!

Action:

Timing:

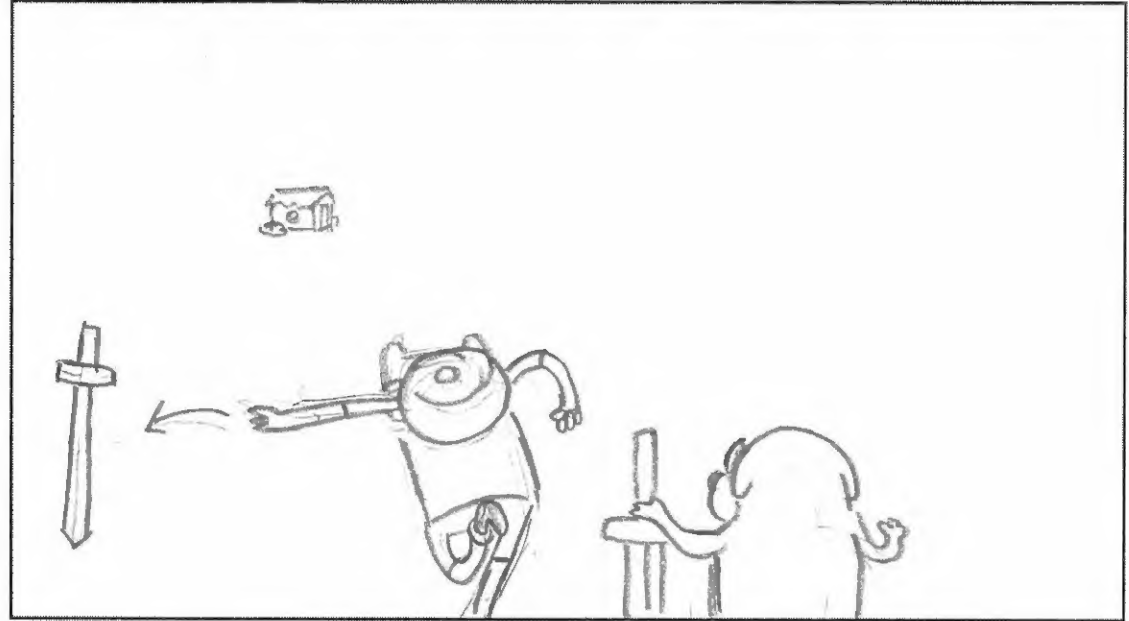
EPISODE # 692016

Production :

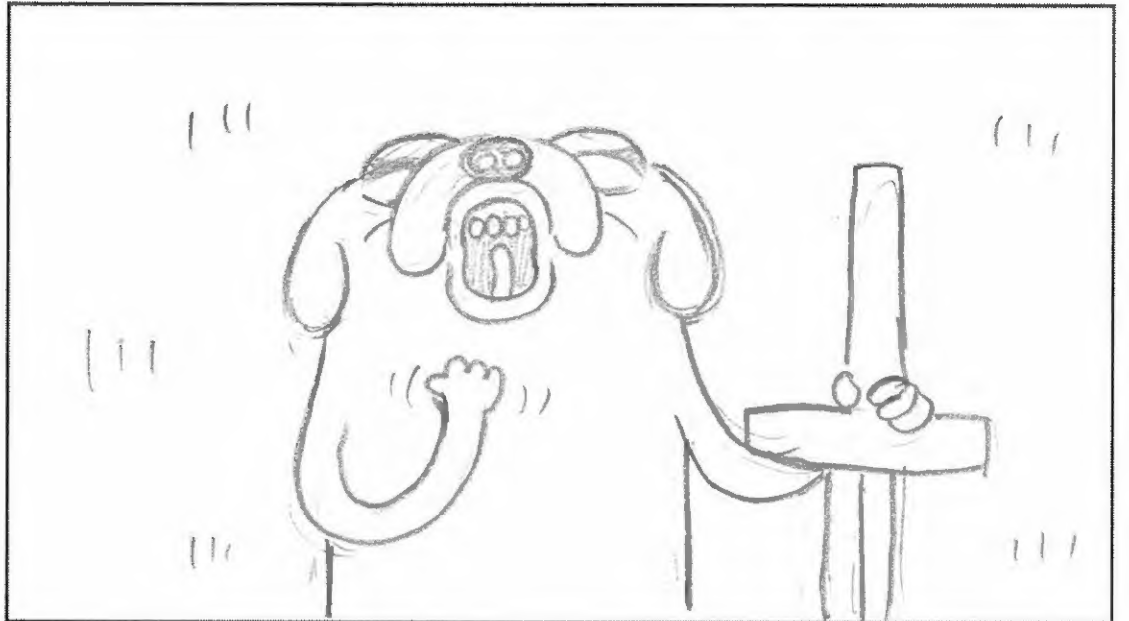
ADVENTURE TIME



Sc. 8 Pnl. C Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog:	J: NOOOOO — (continues)
Action:	
Timing:	

EPISODE # 692016
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

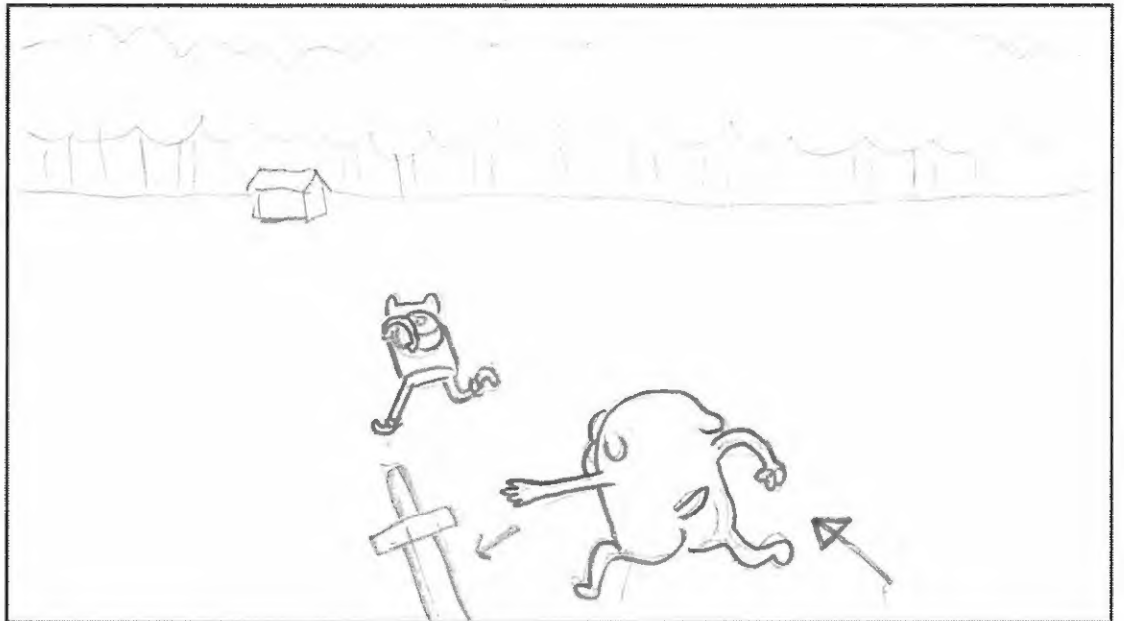
ADVENTURE TIME



Sc. 9 Pnl. B Bg. day night



Sc. 10 Pnl. A Bg. day night



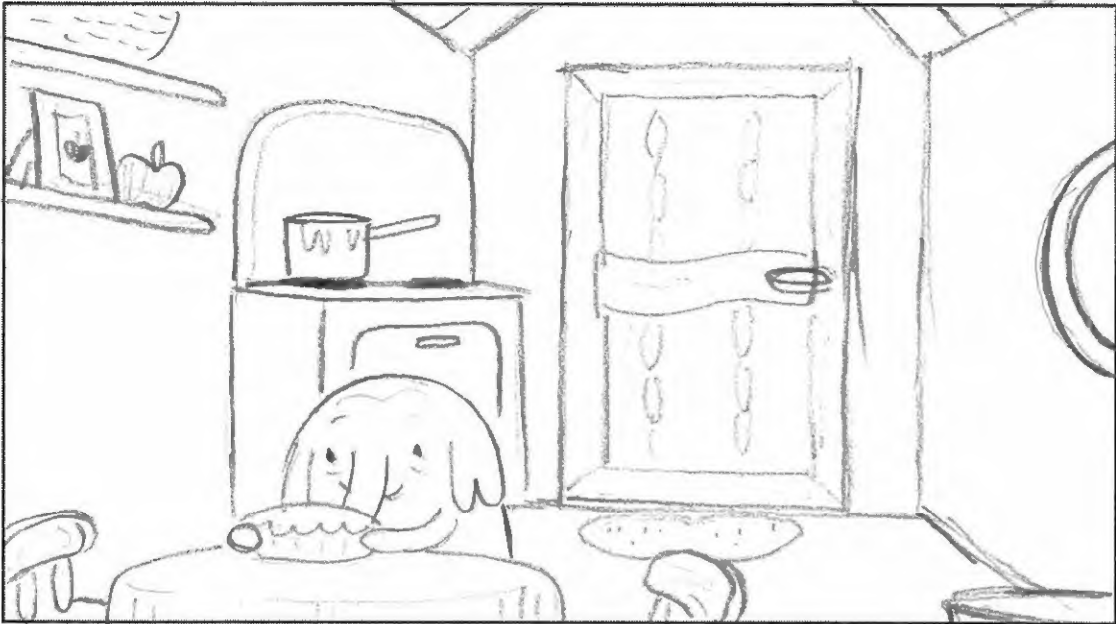
Dialog:	J: 00000 — !	J: Ugh.. hoof hoof
Action:	(Jake throws sword away and start running)	
Timing:		

EPISODE # 692016
Production :

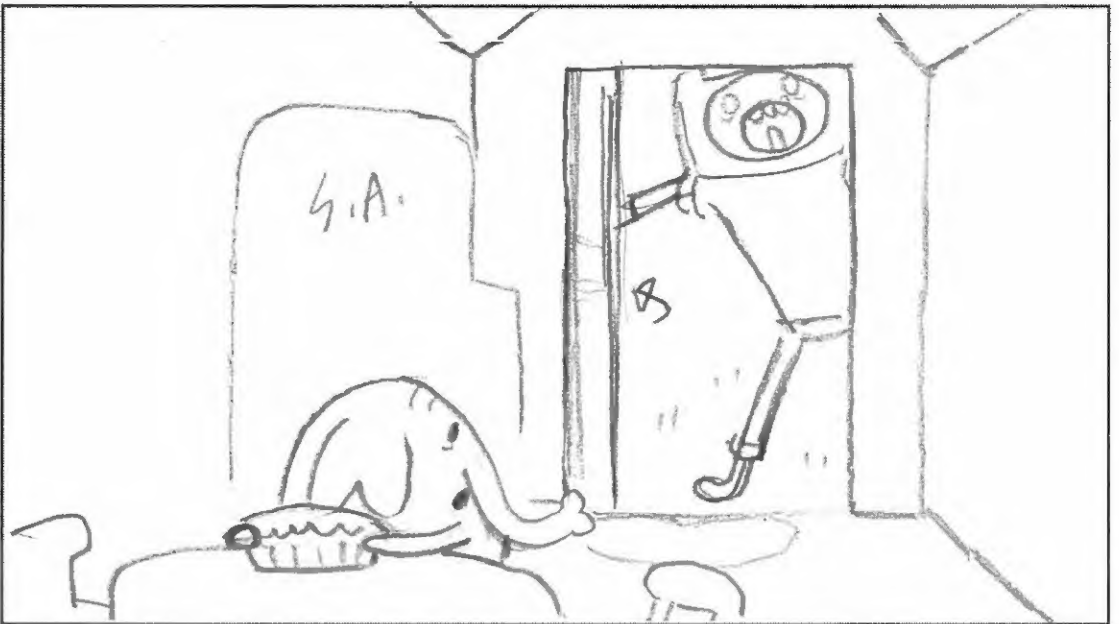
ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night

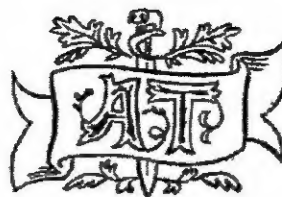


Sc. Pnl. B Bg. day night

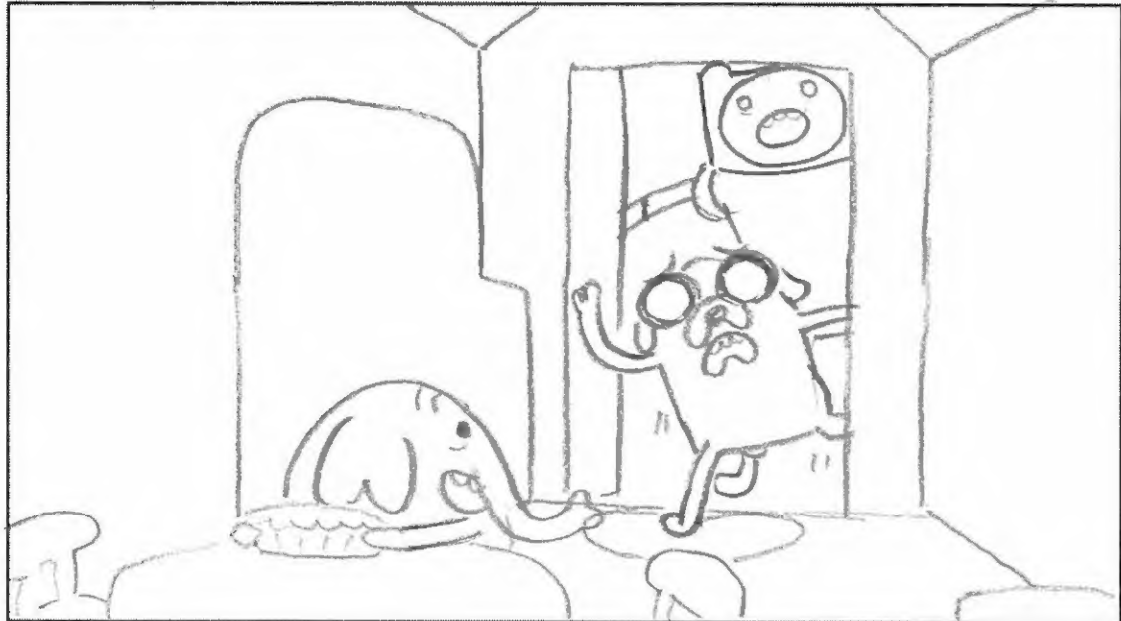


Dialog:	T: humm... humm d d ~	F: Apple Pie!!
Action:	(Tree Trunks humming)	(Finn opens door)
Timing:		

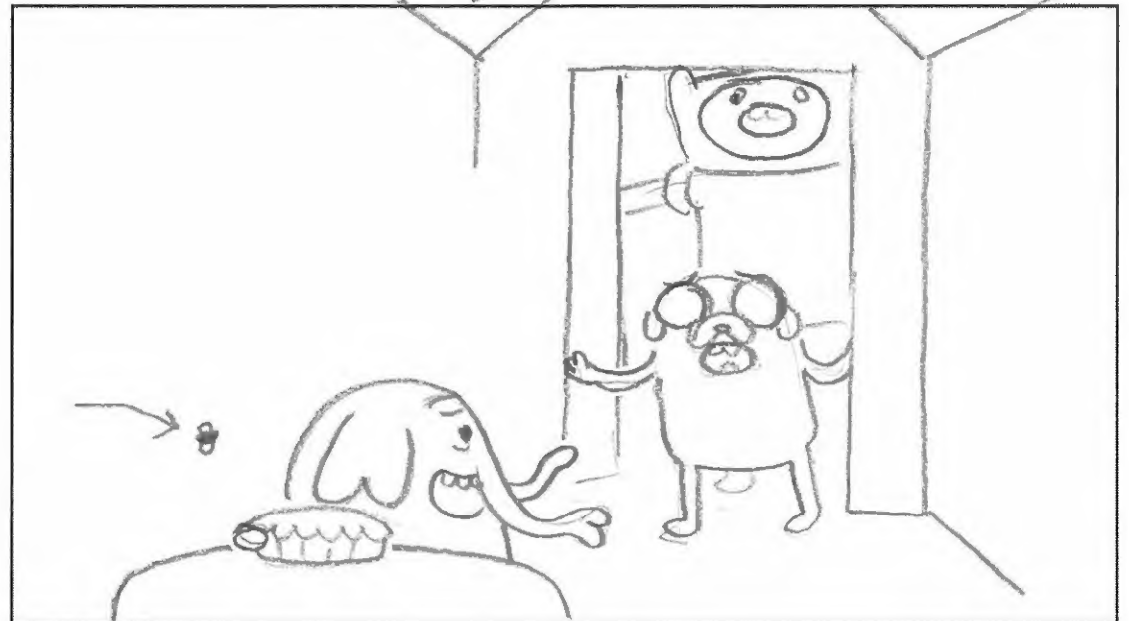
ADVENTURE TIME



Sc. 11 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	J: Don't let him eat it all!!!	T: (Chuckles) Now you boys behave yourselves..
Action:	(fly flies in) F: Bzzz..	
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



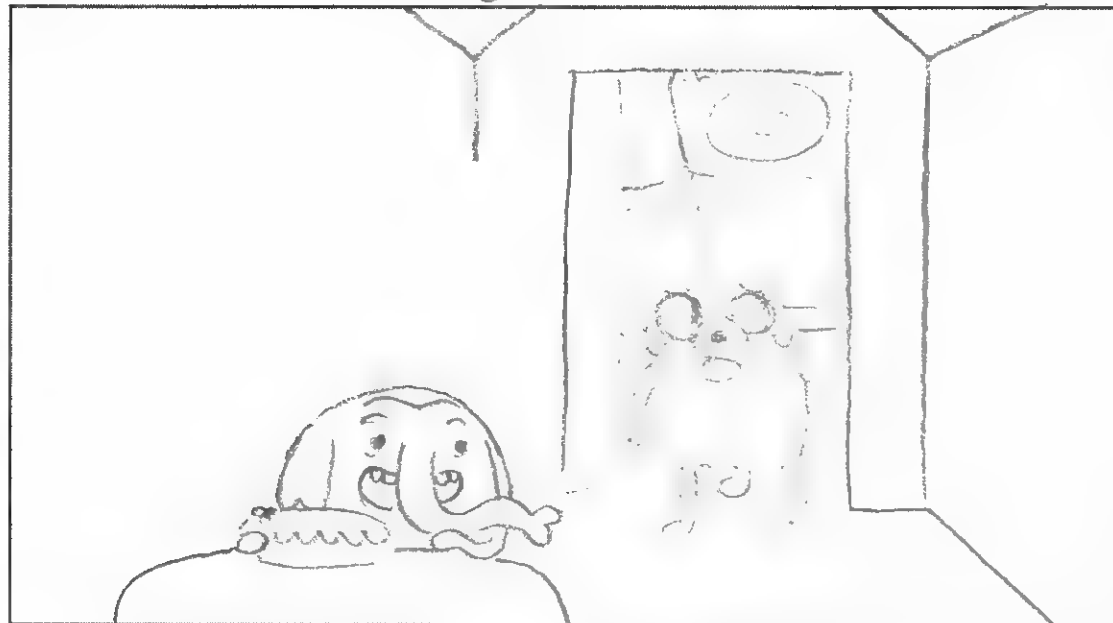
Page 11

Sc. 11

Pnl. E

Bg.

day night



Sc.

Pnl. F

Bg.

day night



Dialog:

T: Cuz there's plenty
of

T: Gasp!!

Action:

(fly lands on pie) ! Buzzzzzzzzp..

Timing:

EPISODE # 692016

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and shall not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred

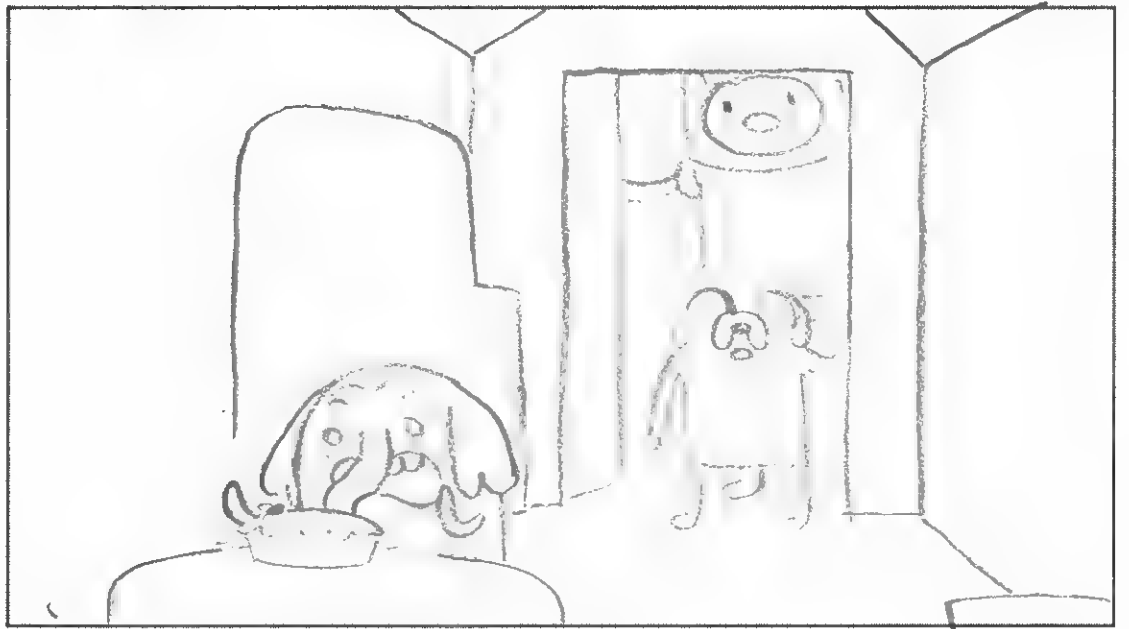
ADVENTURE TIME



Sc. 12 Pnl. A Bg. day night



Sc. 13 Pnl. A Bg. day night



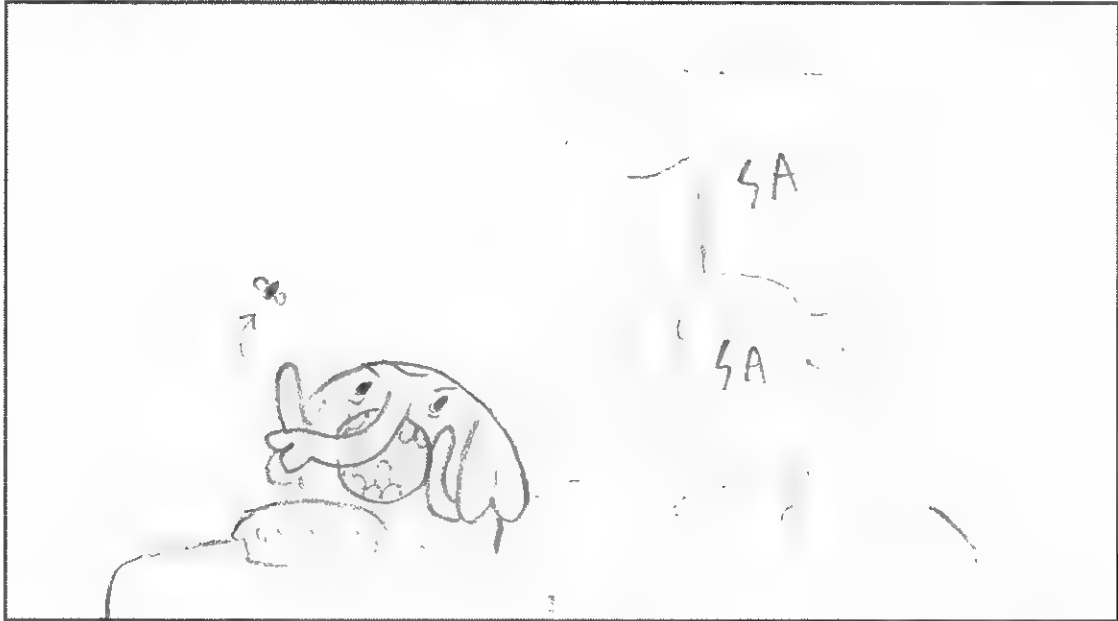
Dialog:	fly: "suck suck suck"	T: Shoo fly!!
Action:		
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Sc. 13 Pnl. B Bg. day night



Sc. 13 Pnl. C Bg. day night



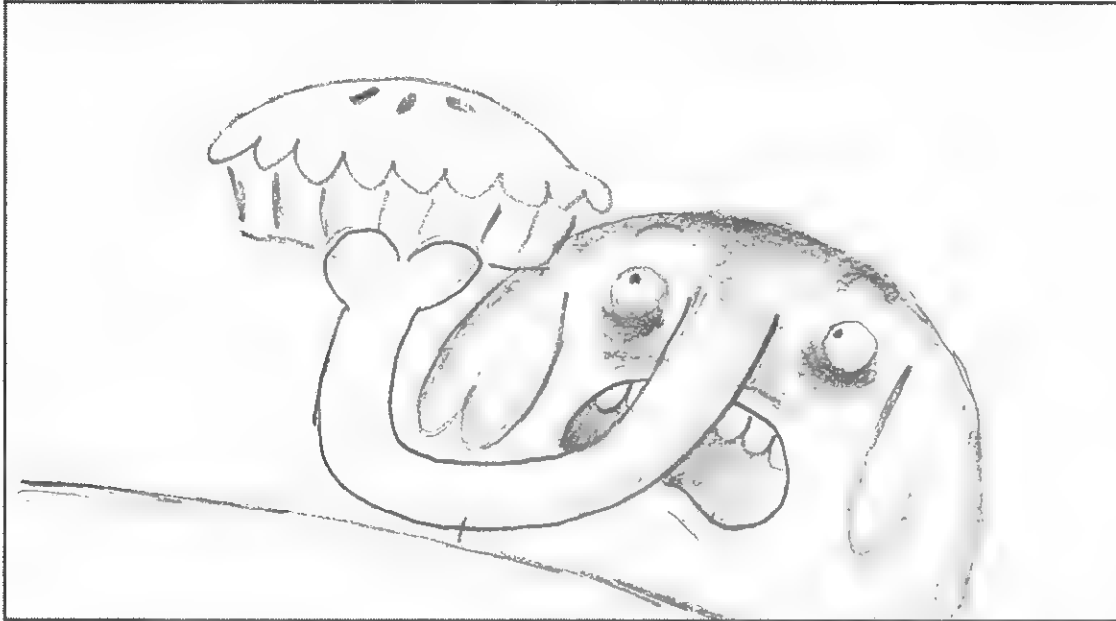
Dialog:	T: get off my face!!	T: Ugh...
Action:	(T.T. picks up pie)	
Timing:		

EPISODE # 692016
Production :

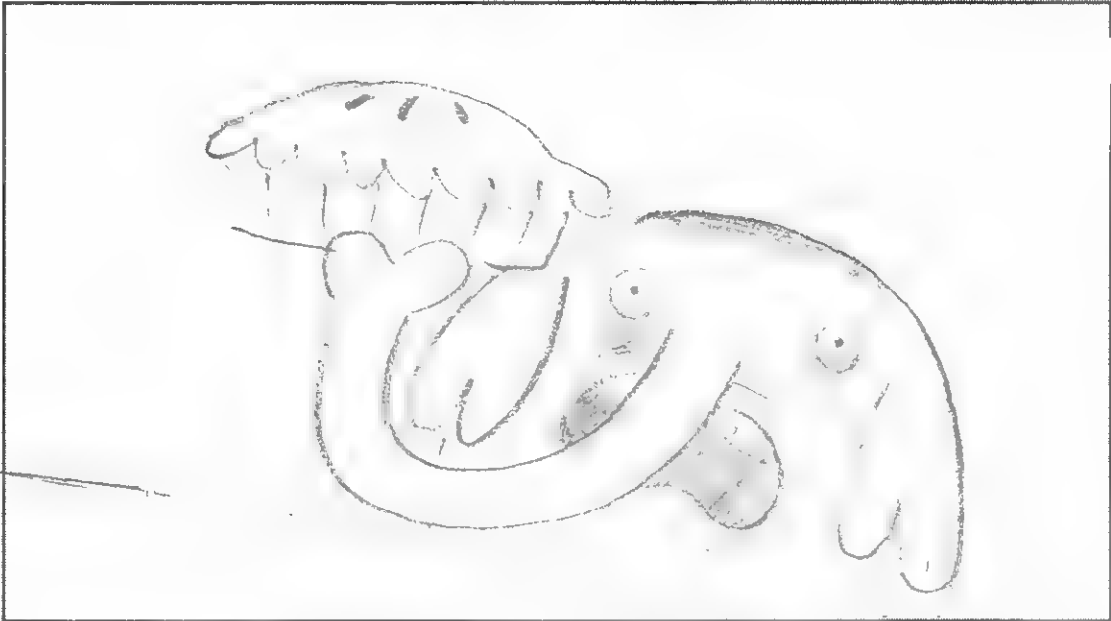
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



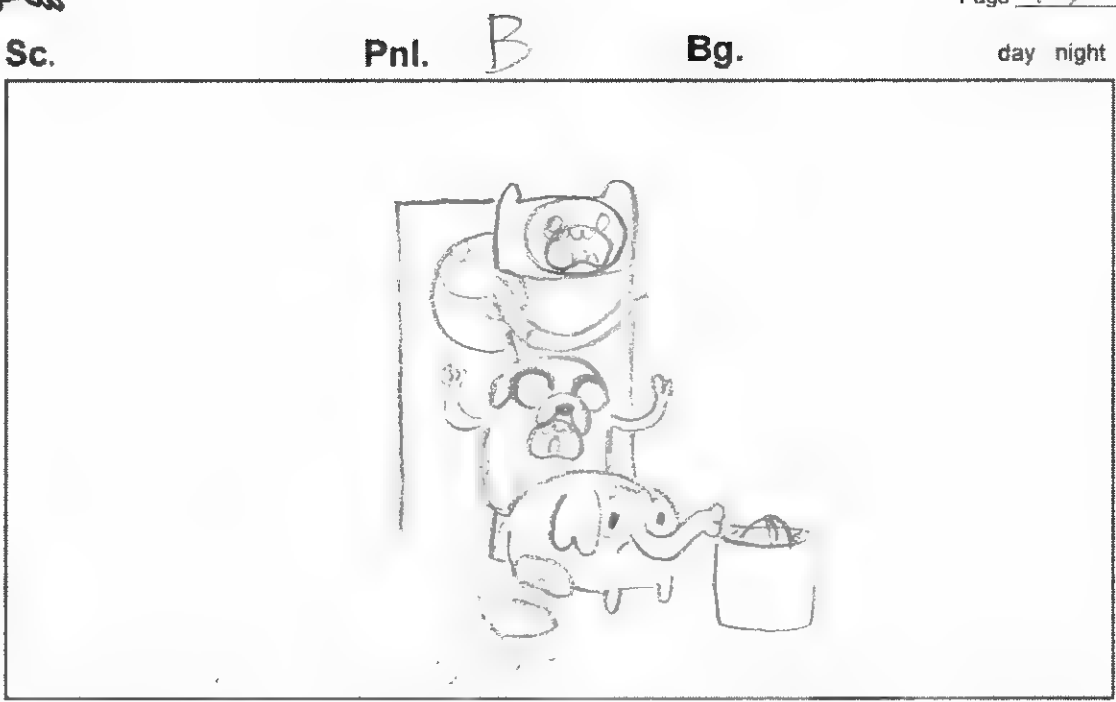
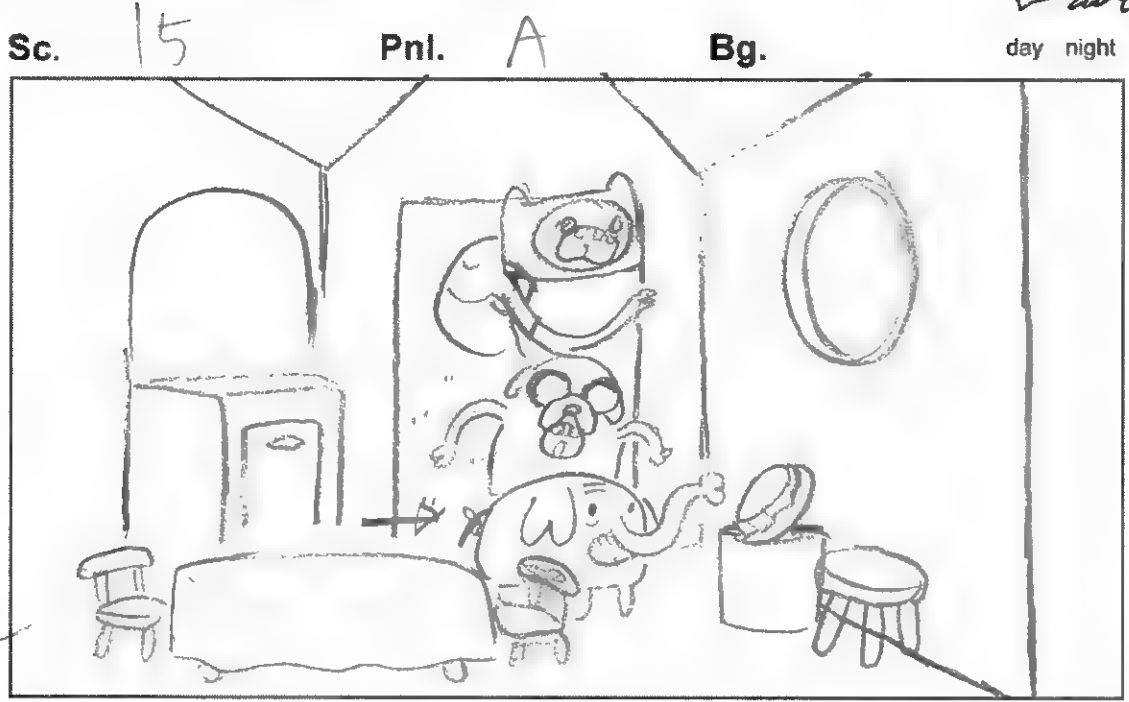
Sc. Pnl. B Bg. day night



Dialog:	T: A fly landed on my nose....	T: That's no good..
Action:		
Timing:		

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: T: bye bye -
F&J: AHH!!

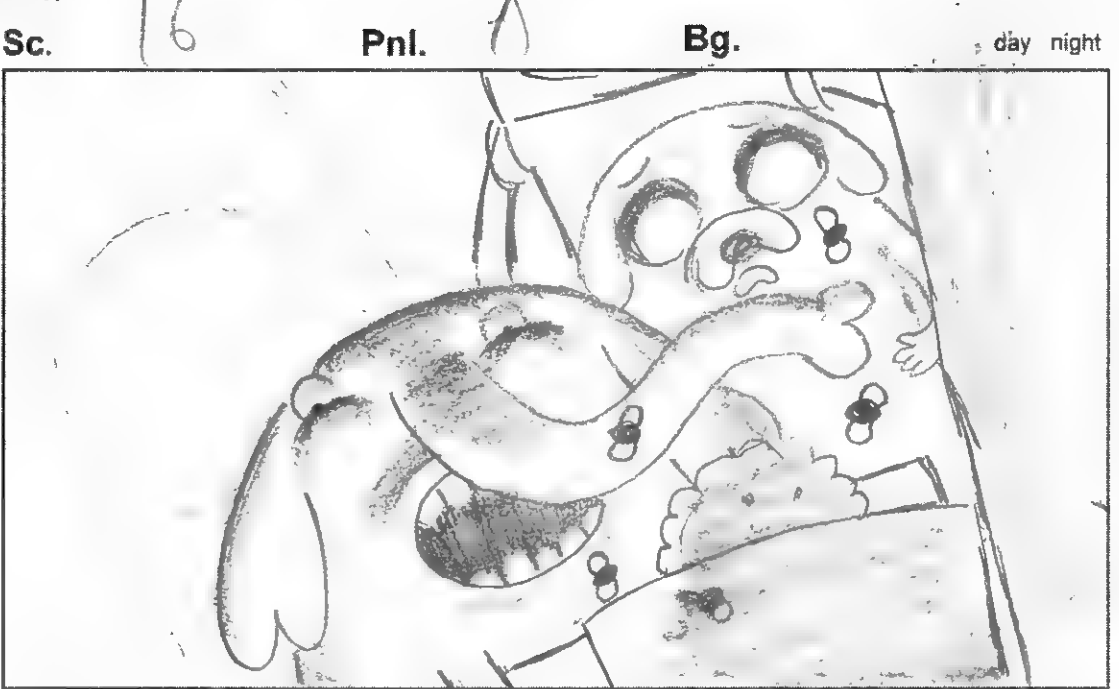
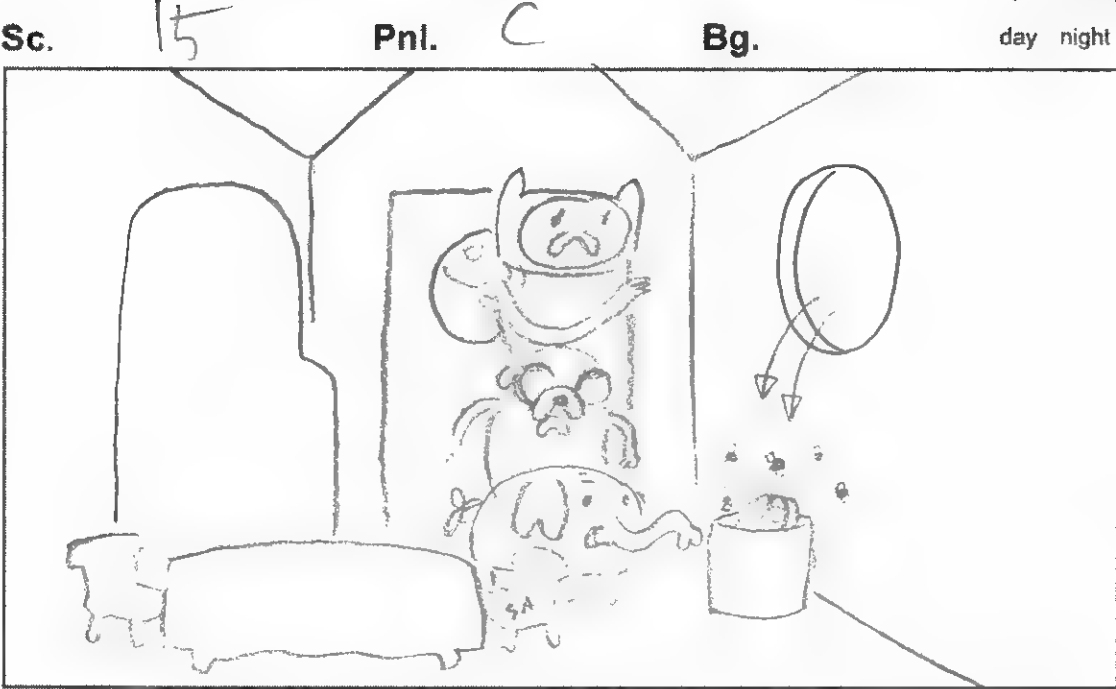
Action: (T.T. walks over to trash
and - - -)

Timing:

F: Why are you throwing
the pie away!!!

EPISODE # 692016
Production :

ADVENTURE TIME



Dialog:
Flies : Bzzzzz~
F&J : Ugh!

Action:
(More flies coming from outside)

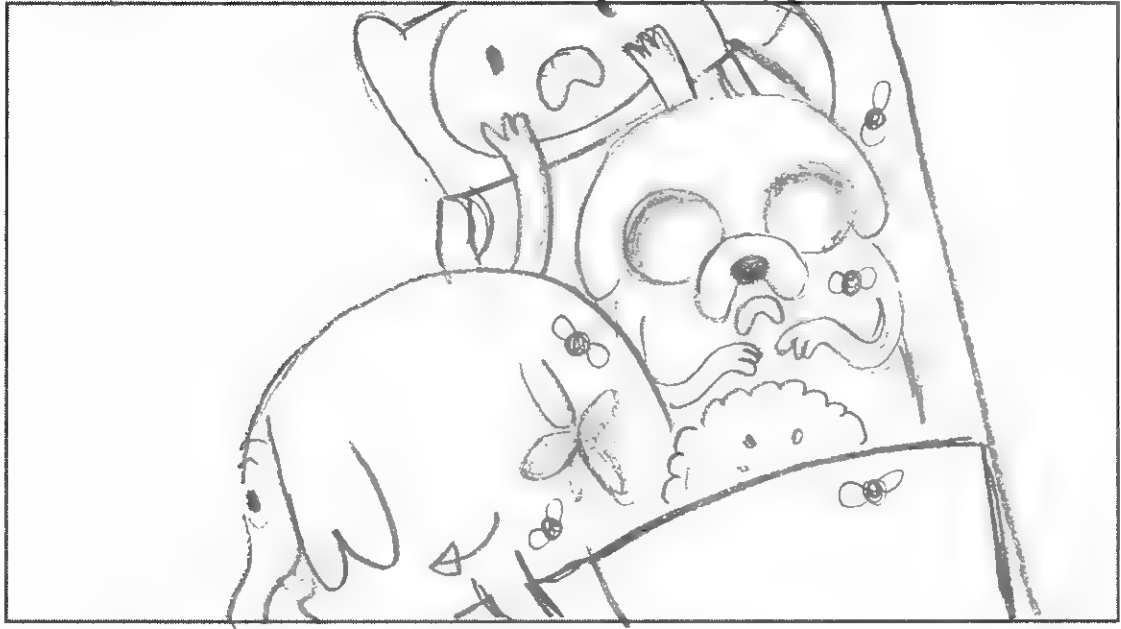
Timing:

EPISODE # 692016
Production :

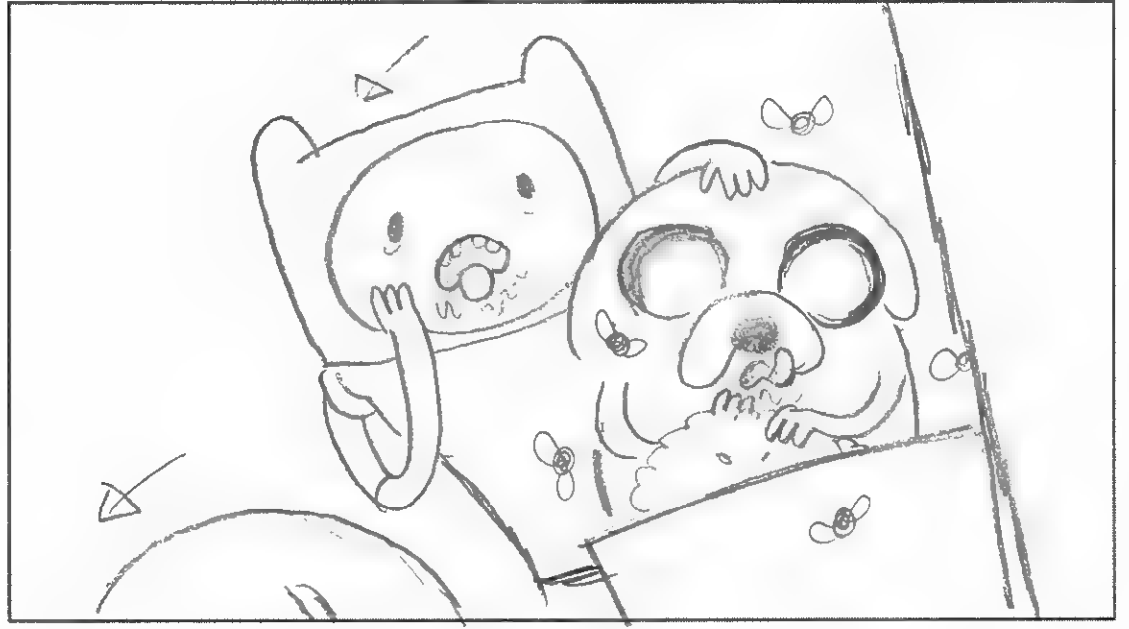
ADVENTURE TIME



Sc. 16 Pnl. B Bg. day night



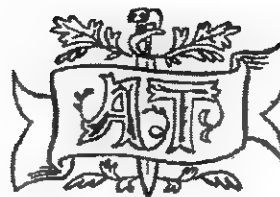
Sc. Pnl. C Bg. day night



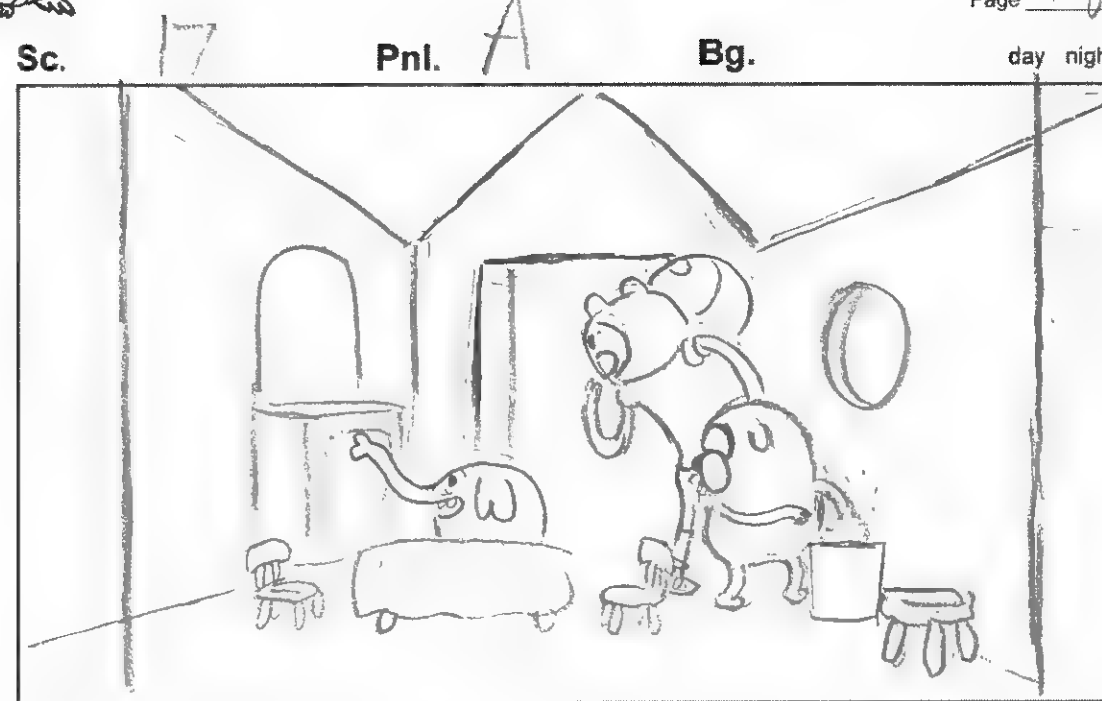
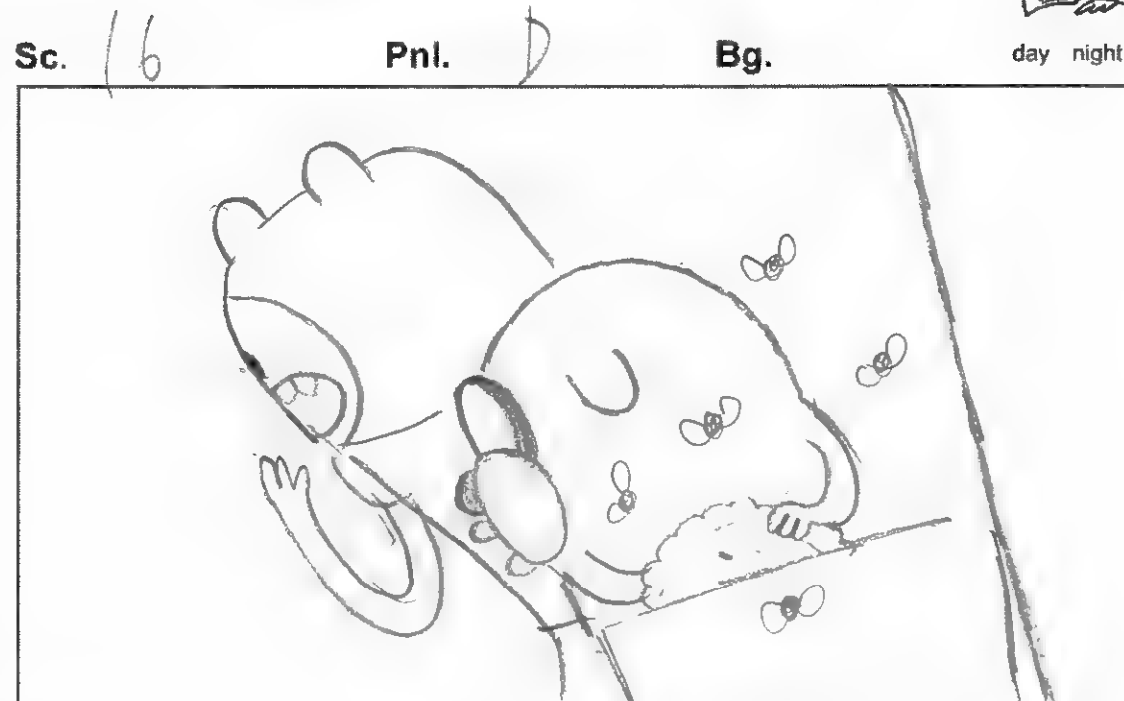
Dialog:	T: Any... Don't ya'll worry	T: Cuz a new pie's coming in a wag of a lamb's tail...
Action:	(T.T. turns around F&J get closer to Trash)	
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Page 18



Dialog:

F&J: New pie !?

T: Yep - so you boys
have a seat.

Action:

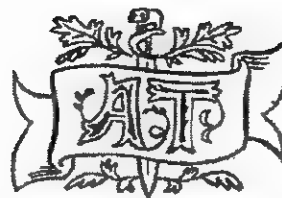
Timing:

692016

EPISODE #

Production :

ADVENTURE TIME



Page 19

Sc.

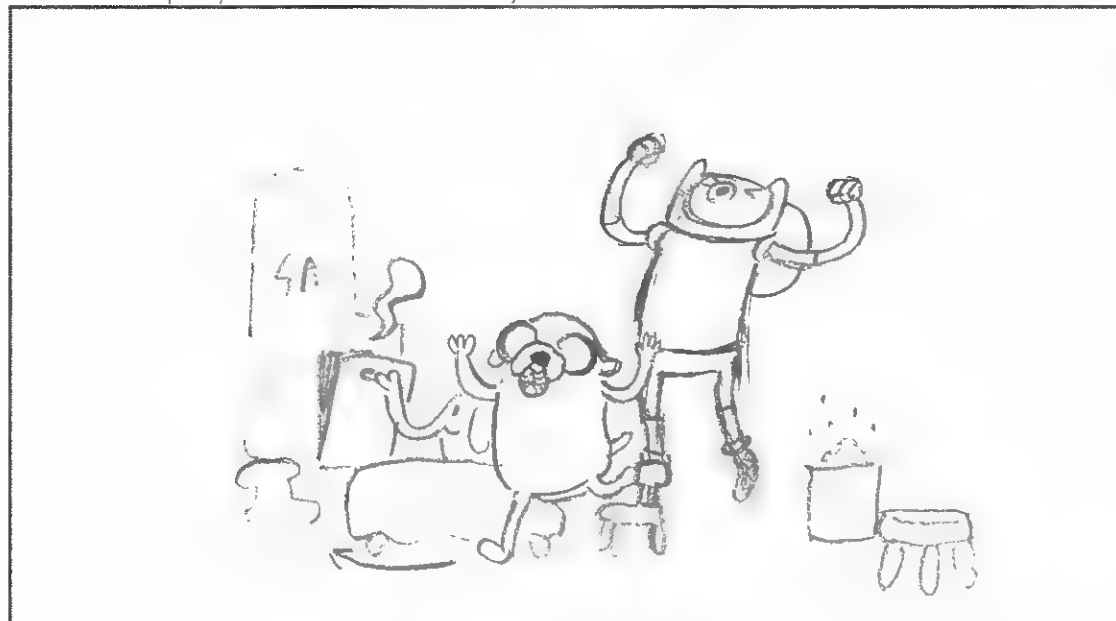
17

Pnl.

B

Bg.

day night



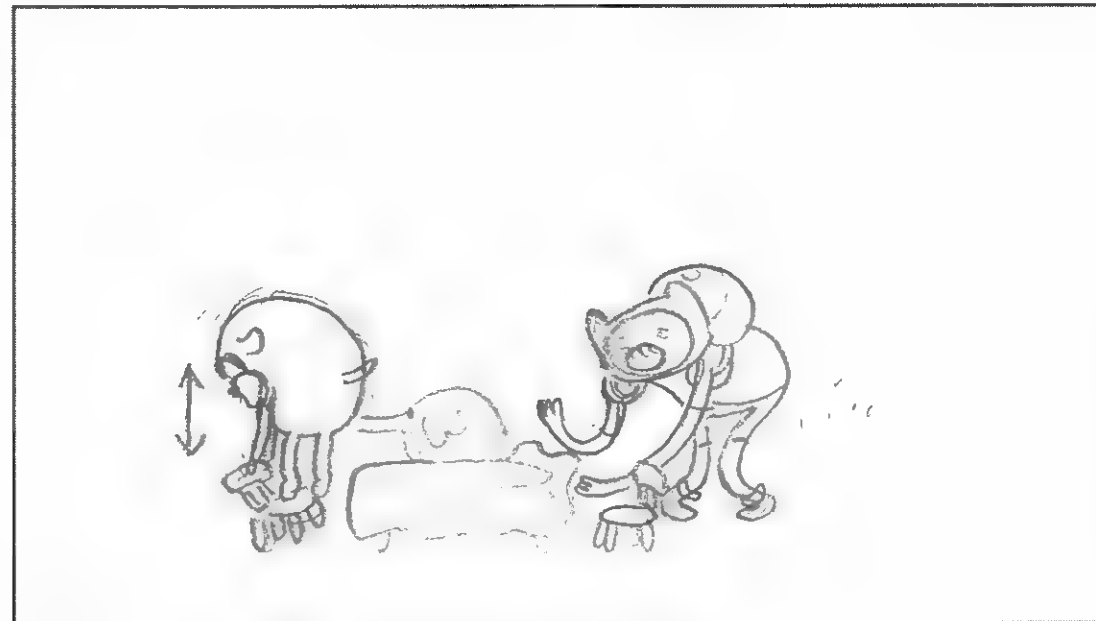
Sc.

Pnl.

C

Bg.

day night



Dialog:

F: Woohoo!

J: Yeah!

F: Pie! Yeah!

J: Wo Wo Wo Wo

Action:

(T.T. opens oven door)

(Jake jumps up & down on chair,
Finn plays around with table
cloth, flipping it)

Timing:

(T.T. puts her towel in oven
to take pie out)

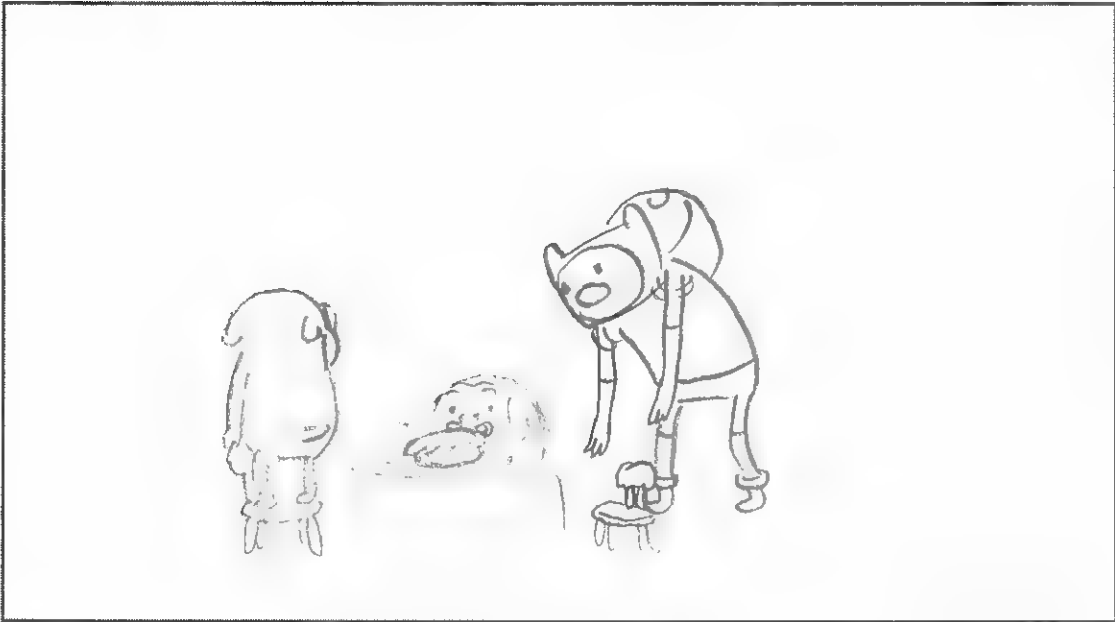
EPISODE # 692016

Production :

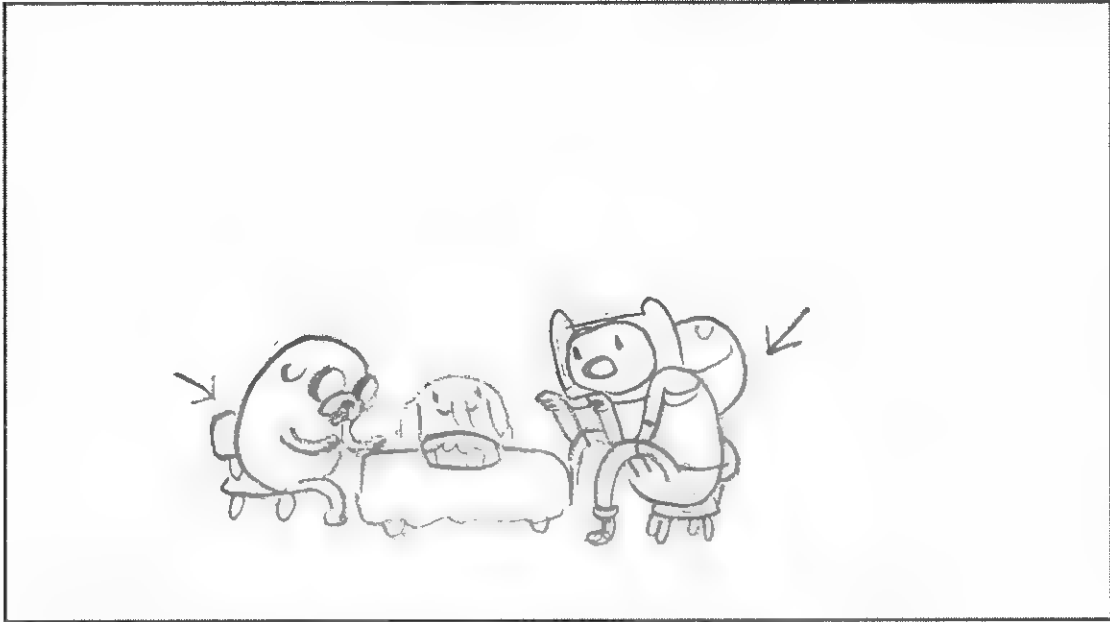
ADVENTURE TIME



Sc. 17 Pnl. D Bg. day night



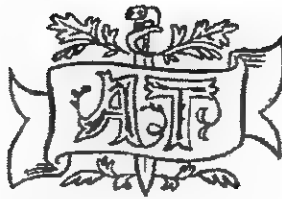
Sc. Pnl. E Bg. day night



Dialog:	T. Here you are ...	F&J Whea--!
Action:	(Finn & Jake ...)	
Timing:		

EPISODE # 692016 Production :

ADVENTURE TIME



Sc.

18

Pnl.

A

Bg.

day night



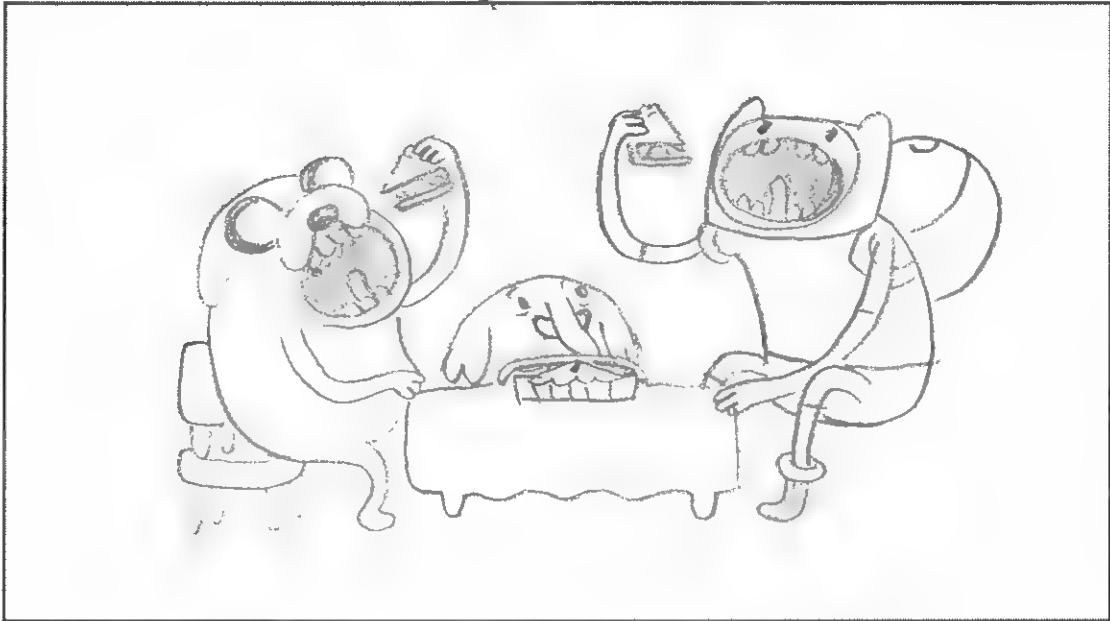
Sc.

Pnl.

B

Bg.

day night



Dialog:

T: C'mon Go ahead -

F&J. Agh -

Action:

(F&J pick up a piece of pie)

Timing:

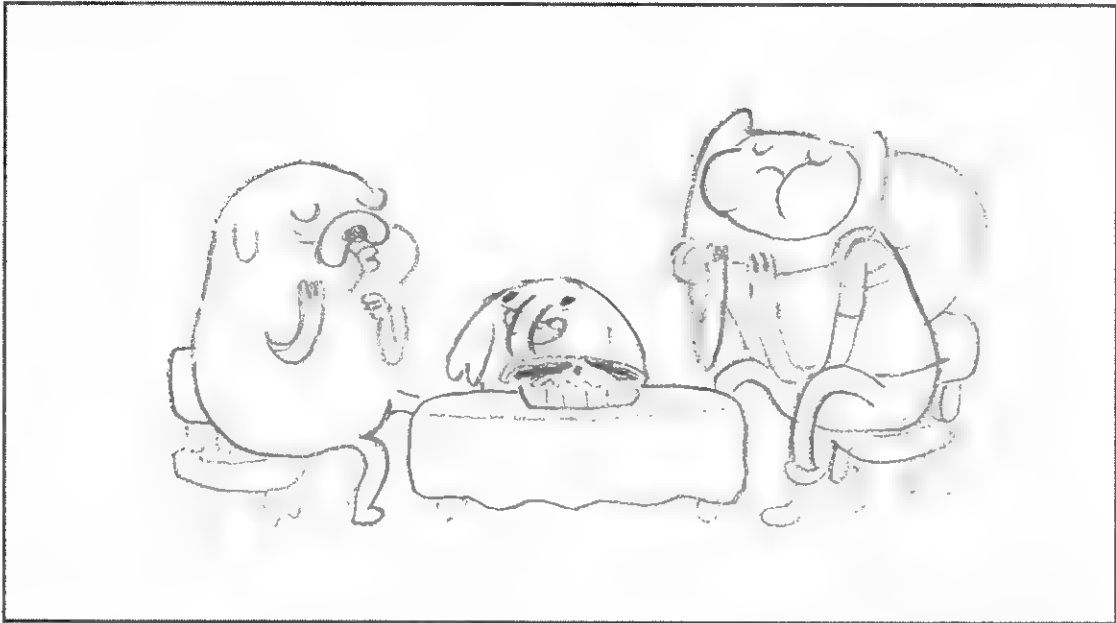
EPISODE # 692016

Production :

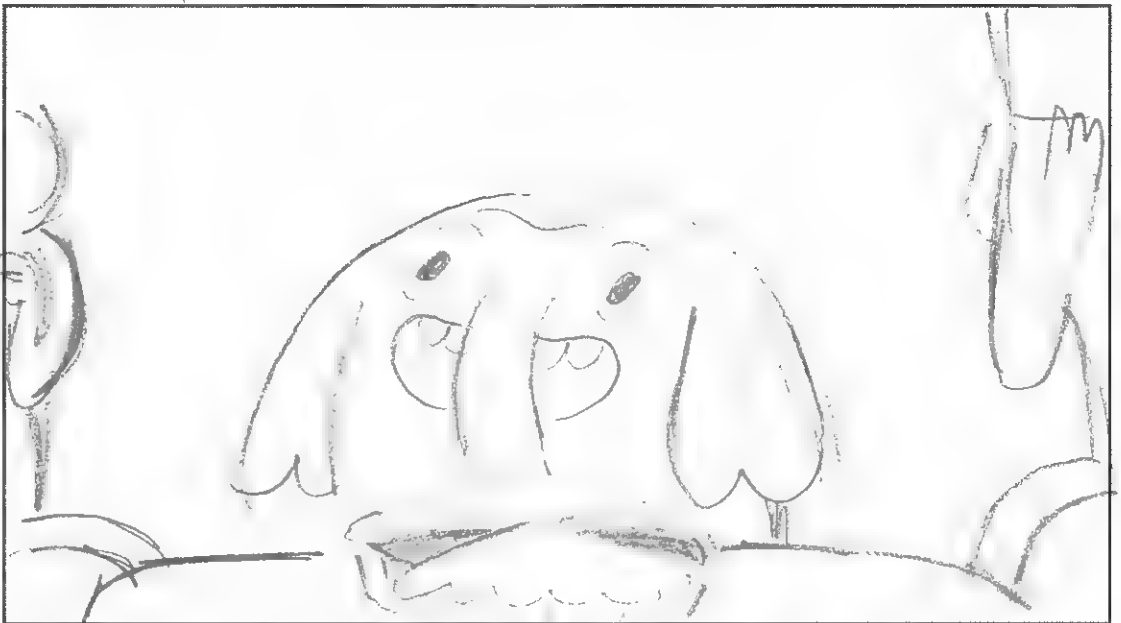
ADVENTURE TIME



Sc. 18 Pnl. C Bg. day night



Sc. 19 Pnl. A Bg. day night



Dialog:	F&J : [unclear] [unclear] T: Whaddya think?
Action:	
Timing:	

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
J (about full) best night ever!!!

Action:

Timing:

(F) = GULP =

e

ADVENTURE TIME



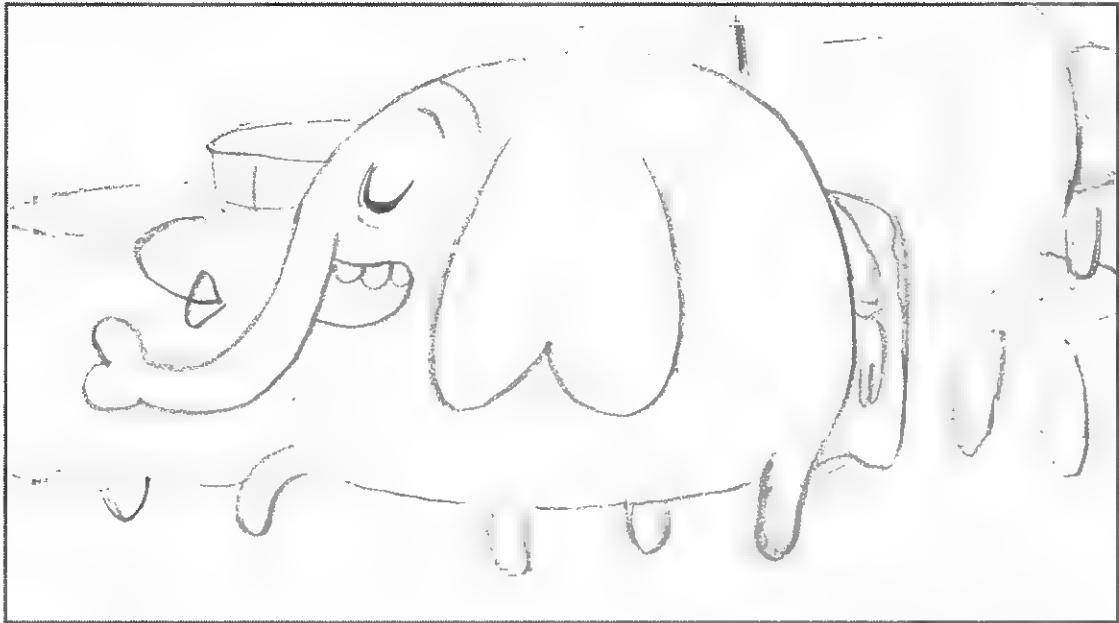
Page 24

Sc. 21

Pnl. A

Bg.

day night

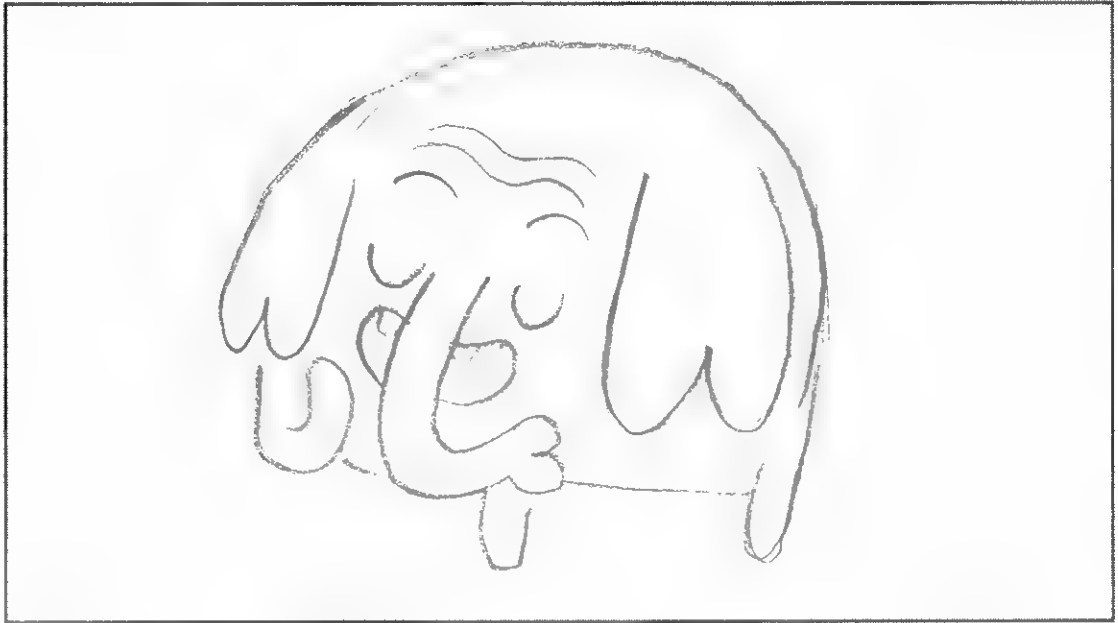


Sc.

Pnl. B

Bg.

day night



Dialog:

T: Oh - Jake

--- There is a... ---

Action:

(T.T. turns around)

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



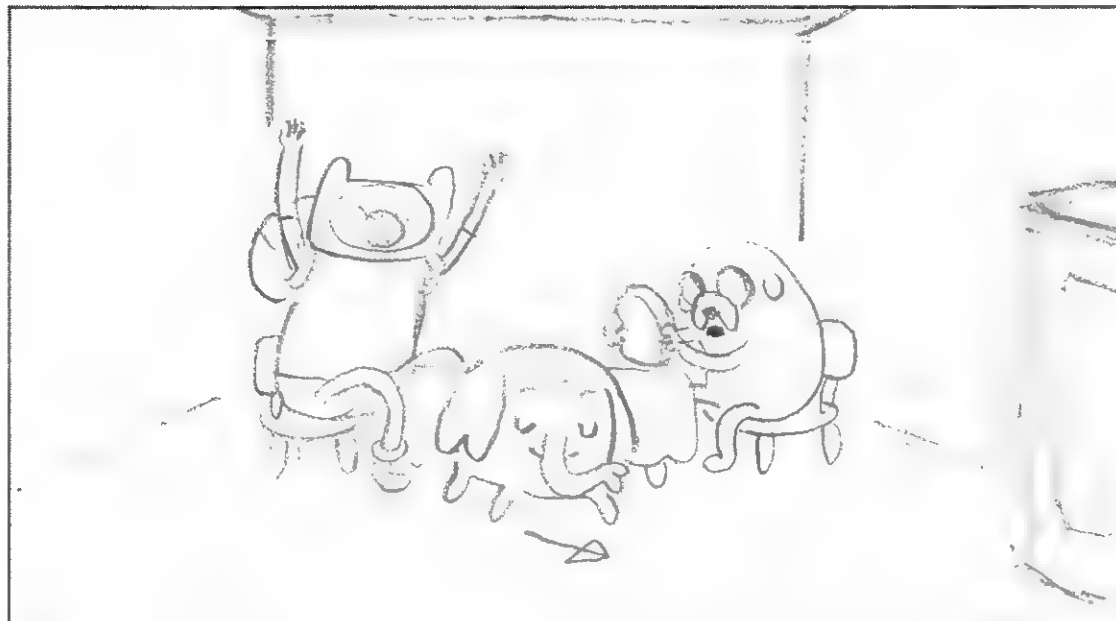
Page 25

Sc. 22

Pnl. A

Bg.

day night

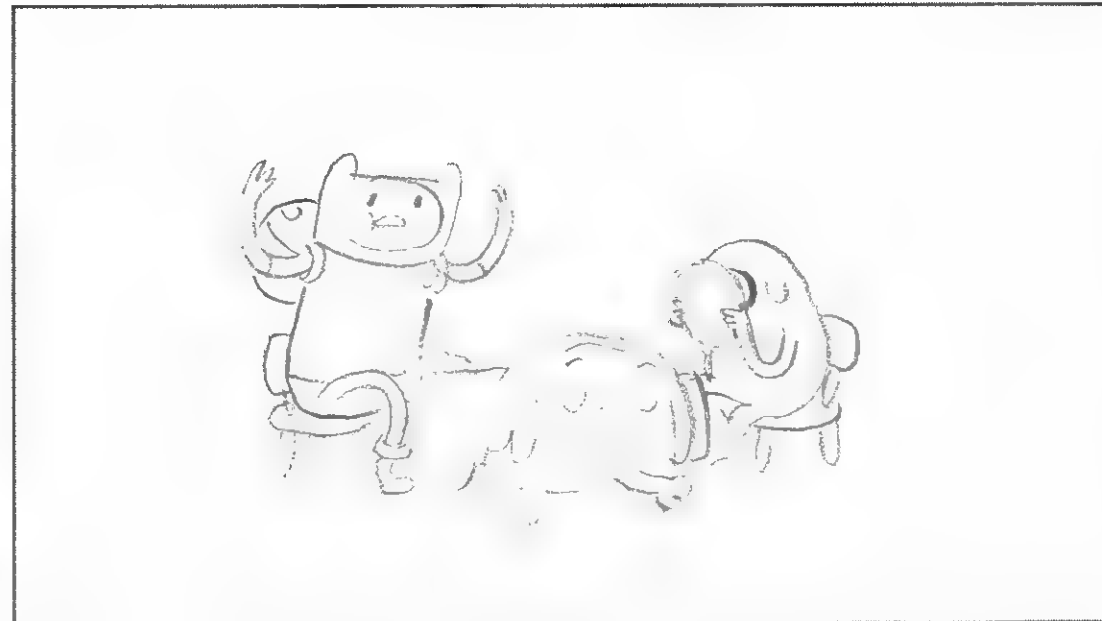


Sc.

Pnl. B

Bg.

day night



Dialog:

F: What are you talking about?
What could be better than your apple pie?!

Action:

J: You are at the pie

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



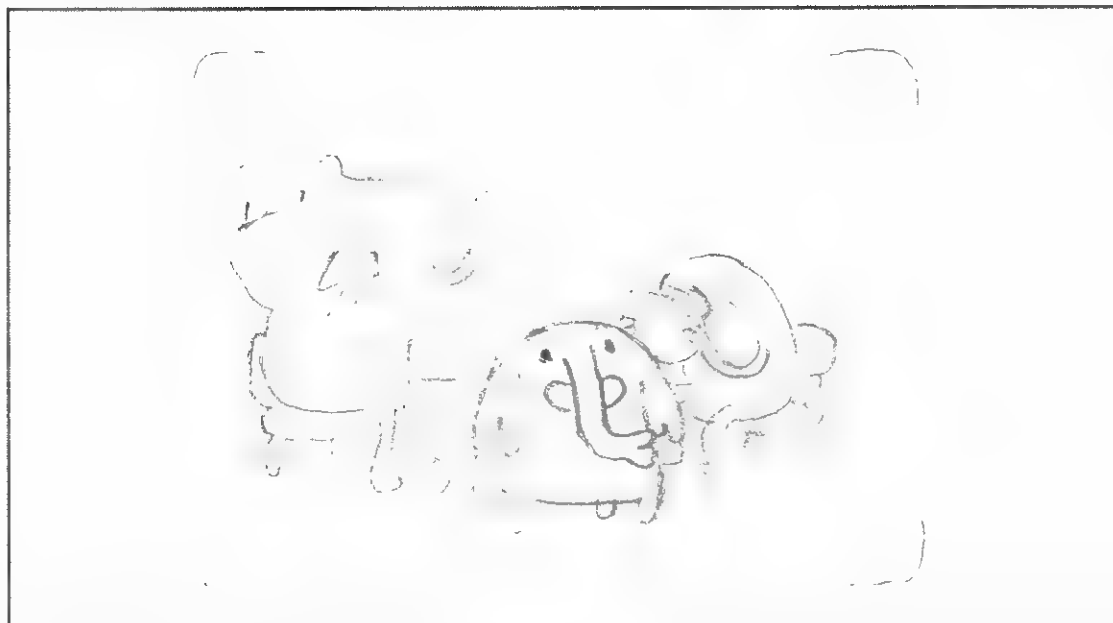
Page 26

Sc. 22

Pnl. C

Bg.

day night

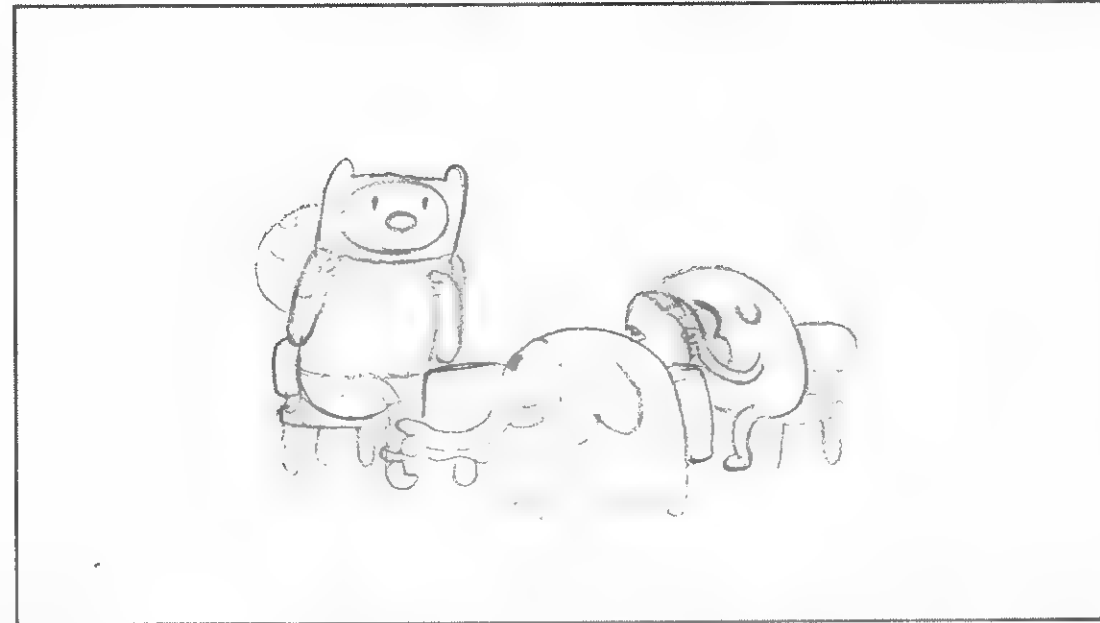


Sc.

Pnl. D

Bg.

day night



Dialog:

T. ...

What would you do ...
could do anything?

Action:

Timing:

EPISODE # 692016

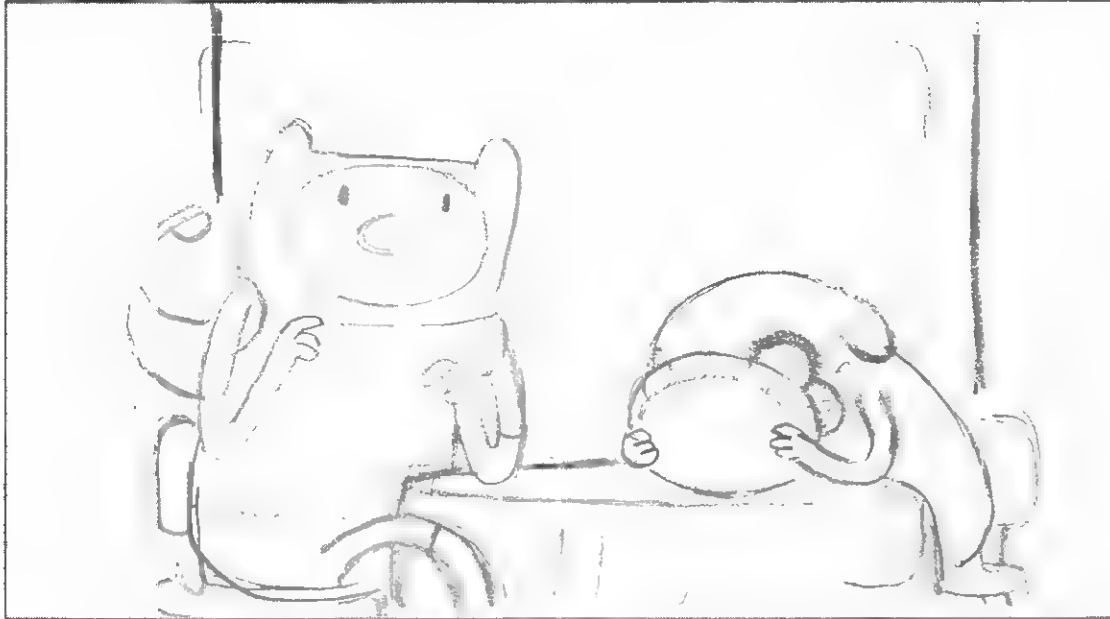
Production :

ADVENTURE TIME

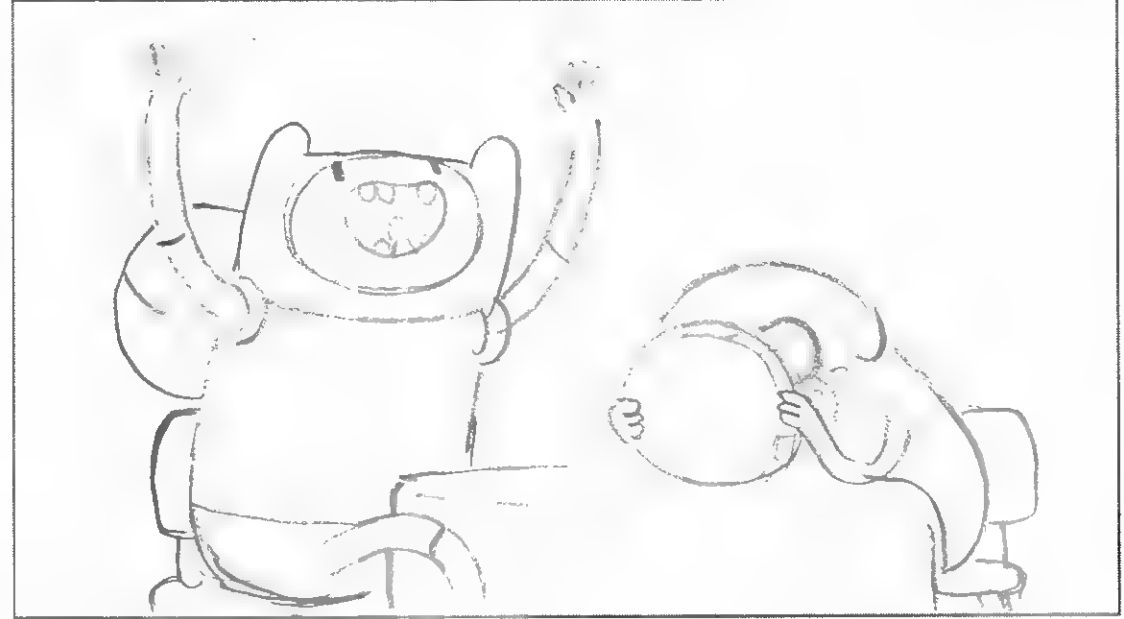


Page 27

Sc. 23 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: Any-thing? I: catch a shooting star and travel to outer space and fight space monsters!!
Action:	
Timing:	

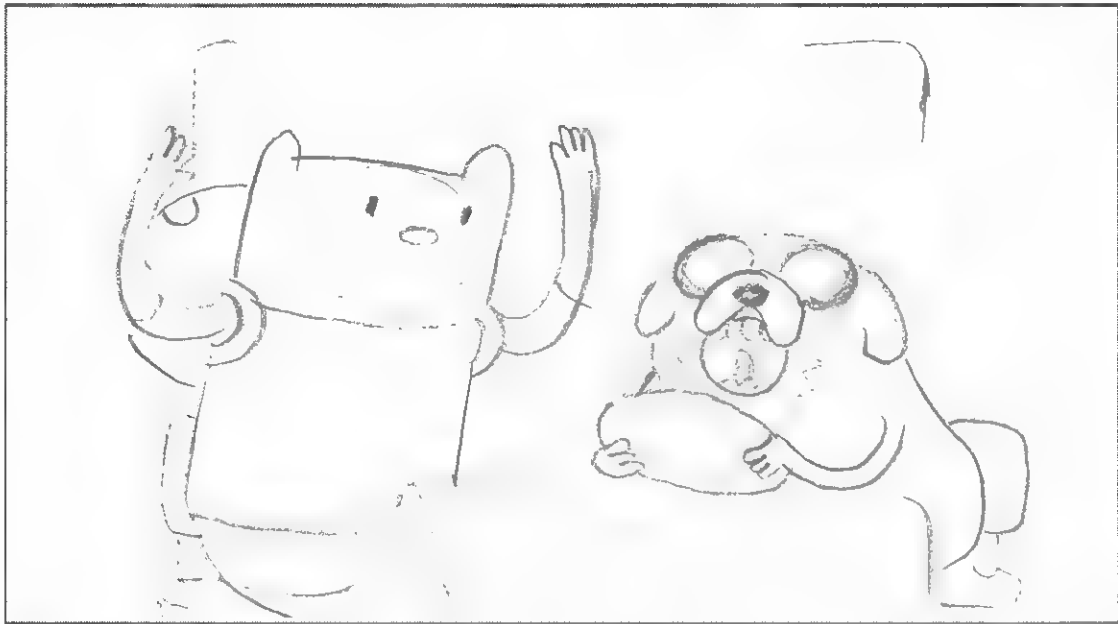
EPISODE # 692016

Production :

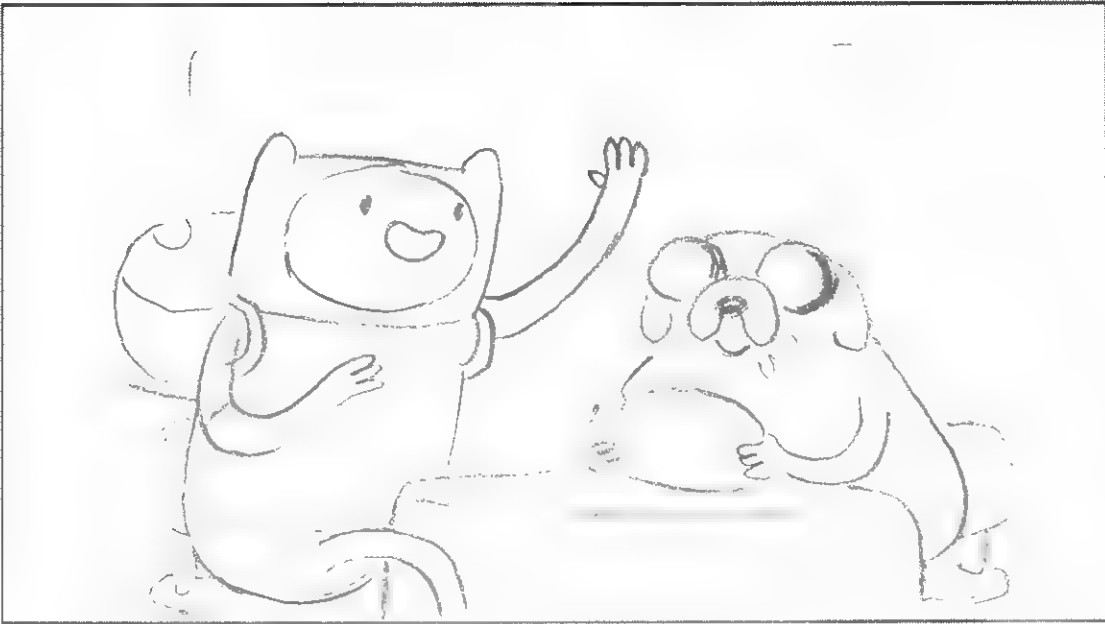
ADVENTURE TIME



Sc. 23 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	J: I'd carve my face the way I want it look like my face	F: Hahaha "I'd like to see it"
Action:		
Timing:		

EPISODE # 692016
Production :

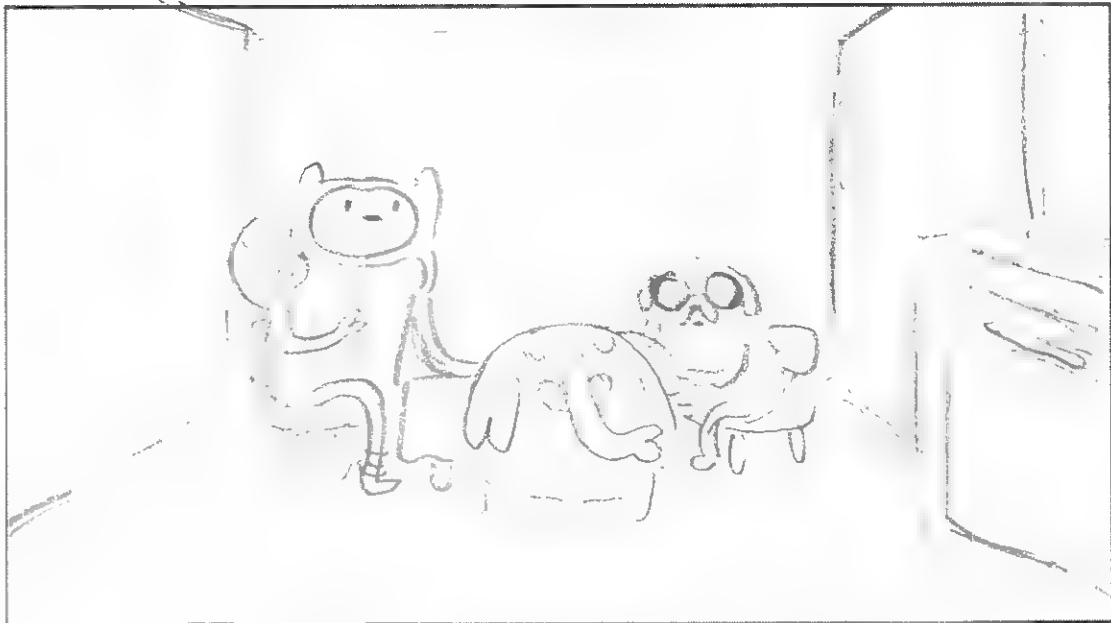
ADVENTURE TIME



Sc. 23 Pnl. E Bg. day night



Sc. 24 Pnl. A Bg. day night



Dialog:

F: What would you do
Tree Trunks?

T: I would do it all
apple...

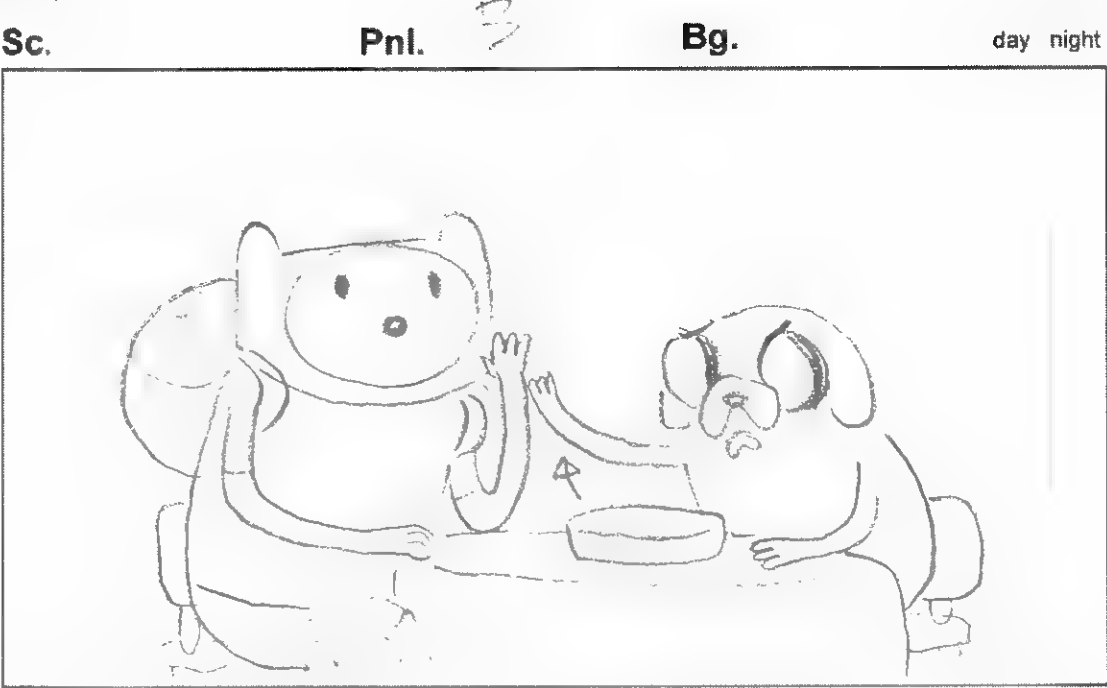
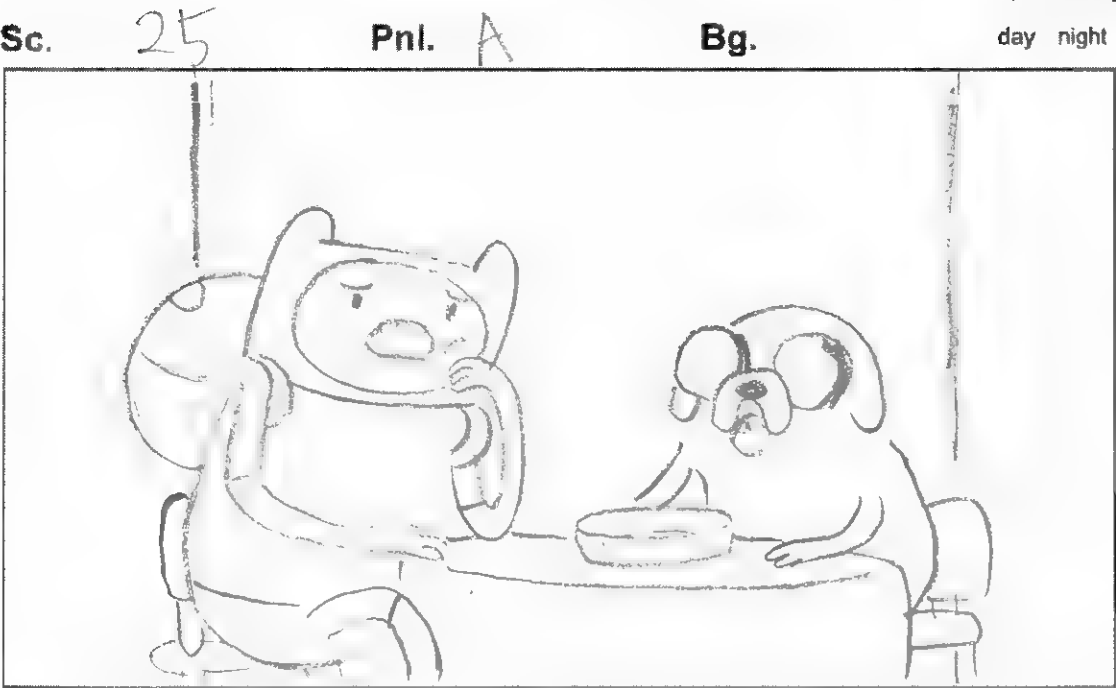
Action:

Timing:

EPISODE # 692016

Production :

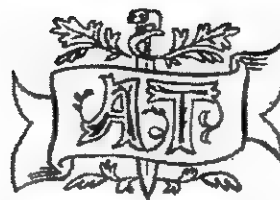
ADVENTURE TIME



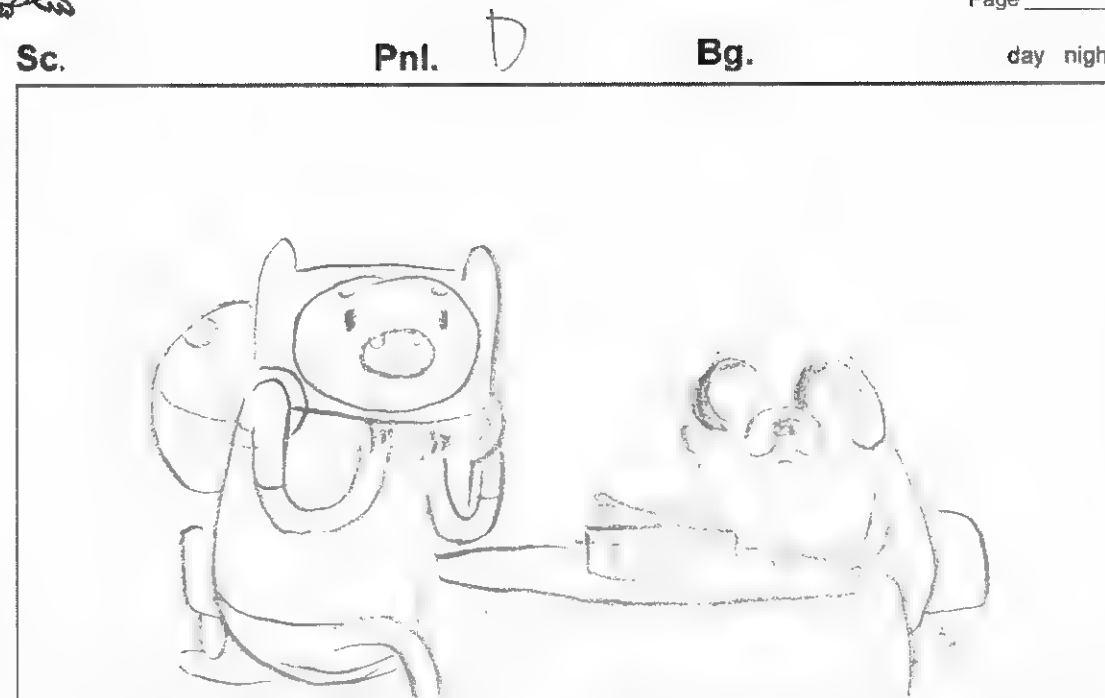
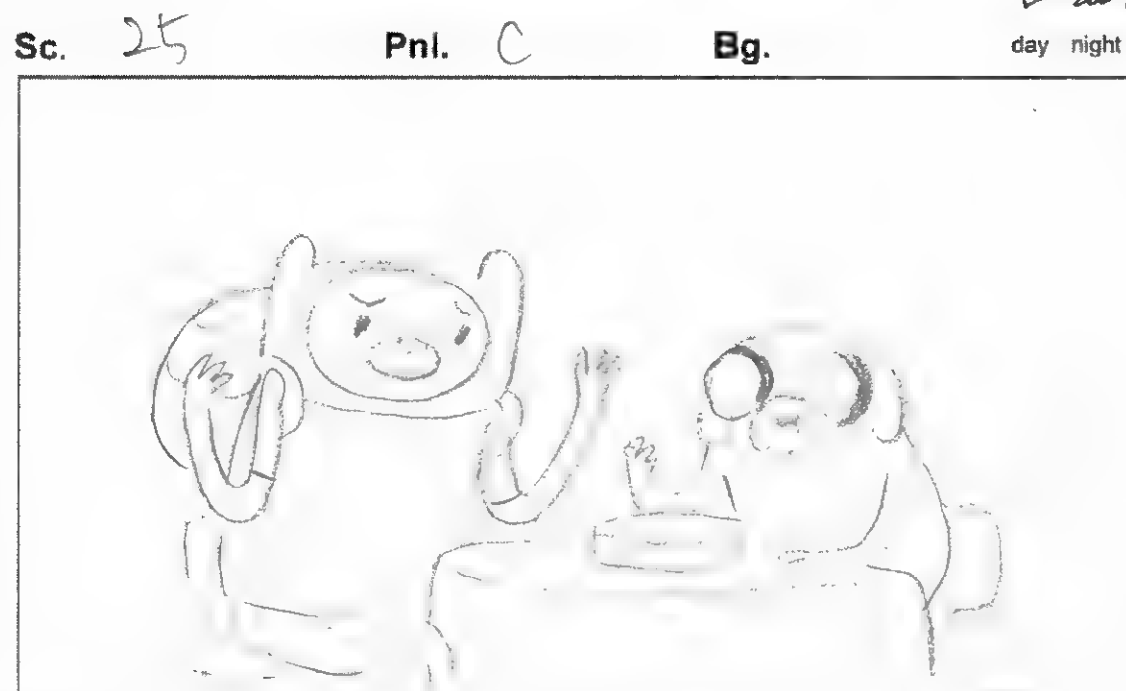
Dialog:	F: Lame...	F: Uh...
Action:		What the hell?
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Page 31



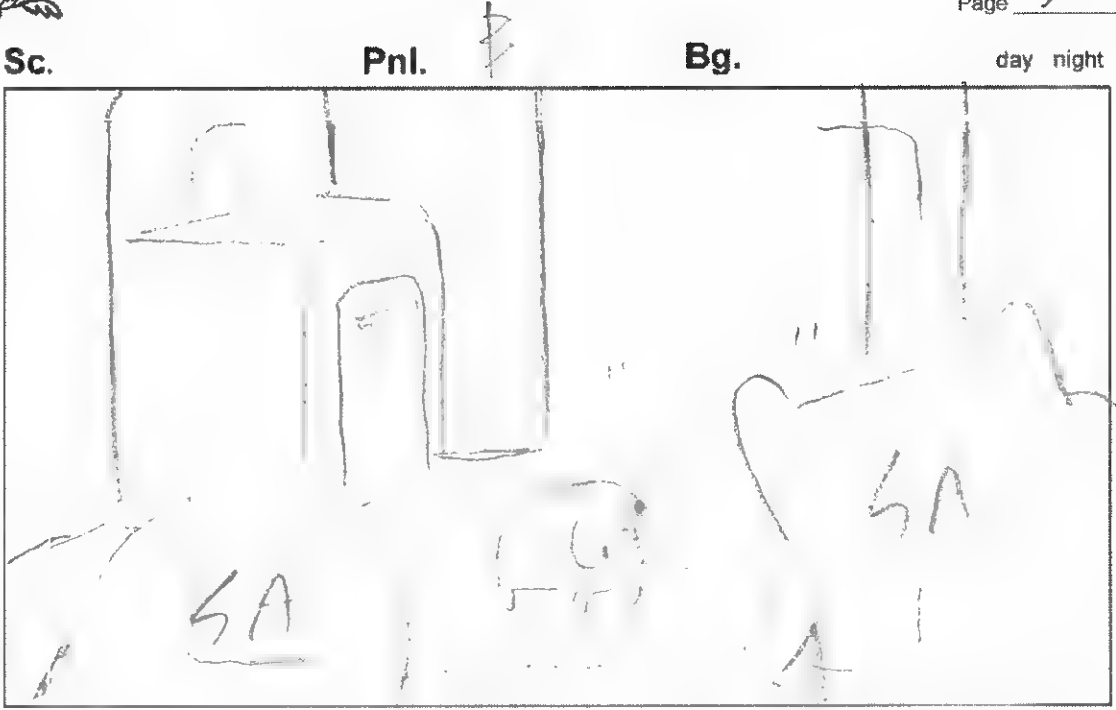
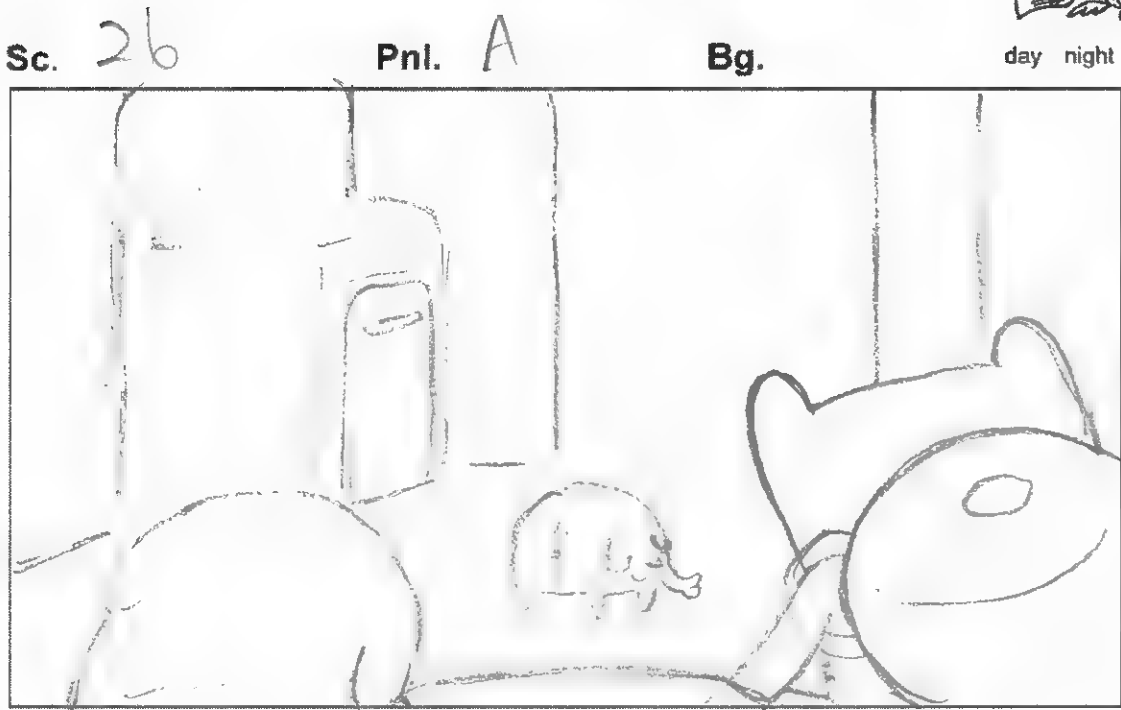
Dialog:	F: I'm sorry ... I mean ...	= You just apply Monday ...
Action:		
Timing:		

EPISODE # 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	T: Oh - that's apple	T: And I know apple
Action:		
Timing:		

EPISODE # 692016

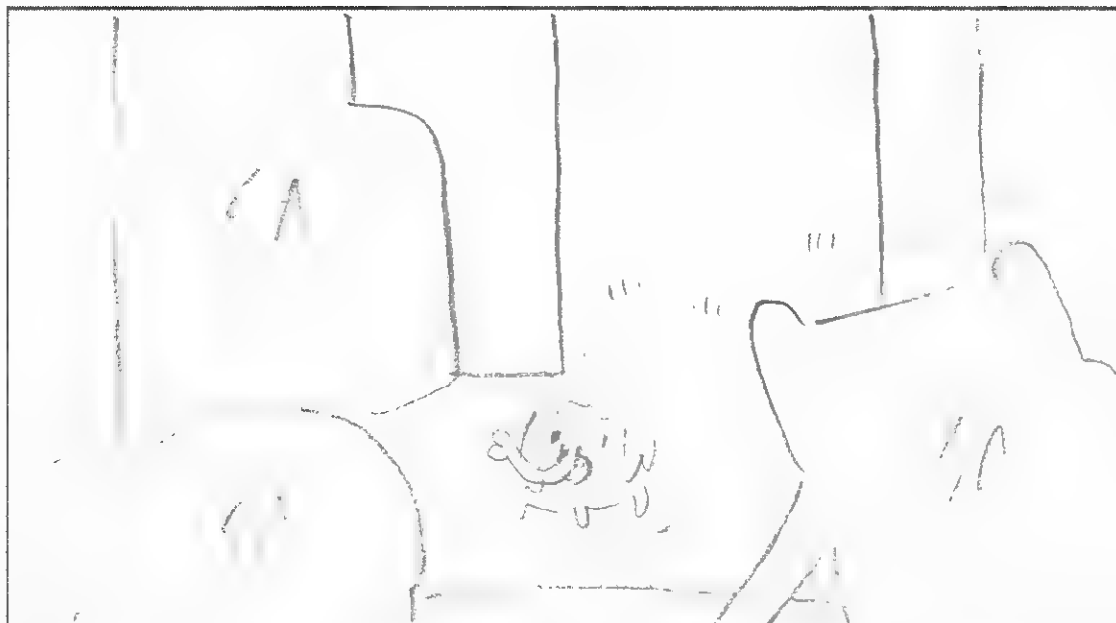
Production :

ADVENTURE TIME

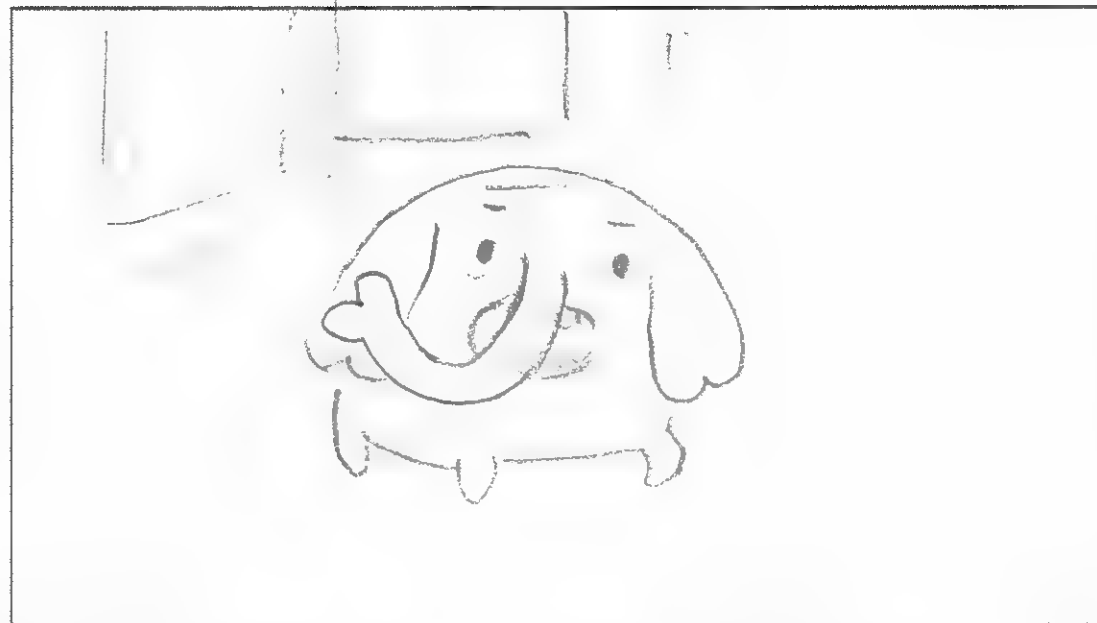


Page 33

Sc. 26 Pnl. C Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog:	T: They say the T. Porc + kind of sh...
Action:	
Timing:	

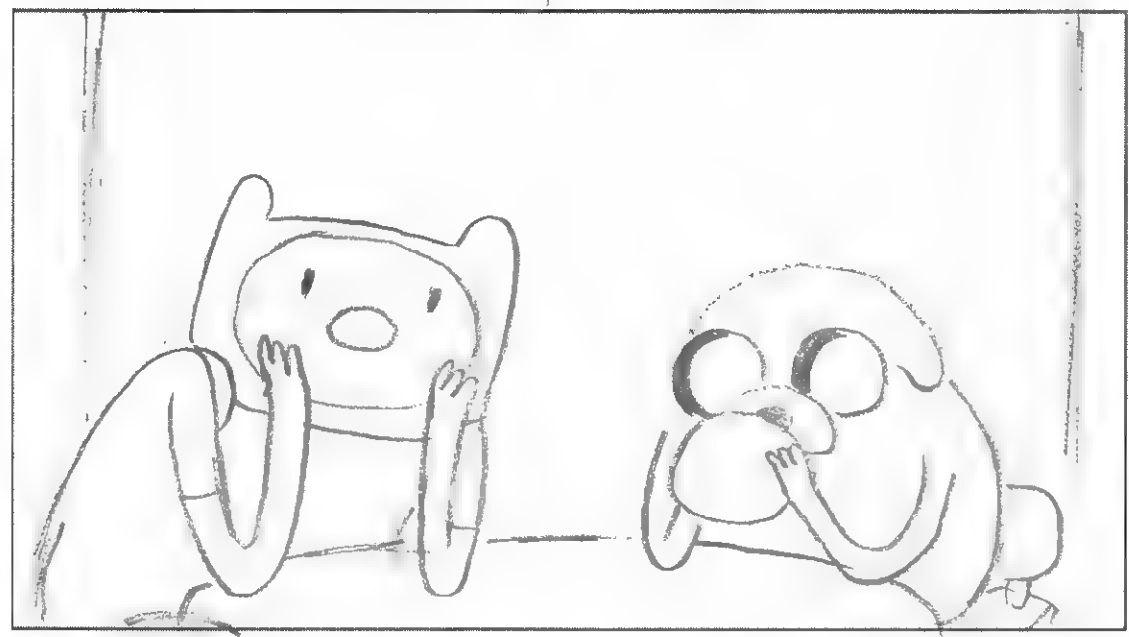
EPISODE # 692016

Production :

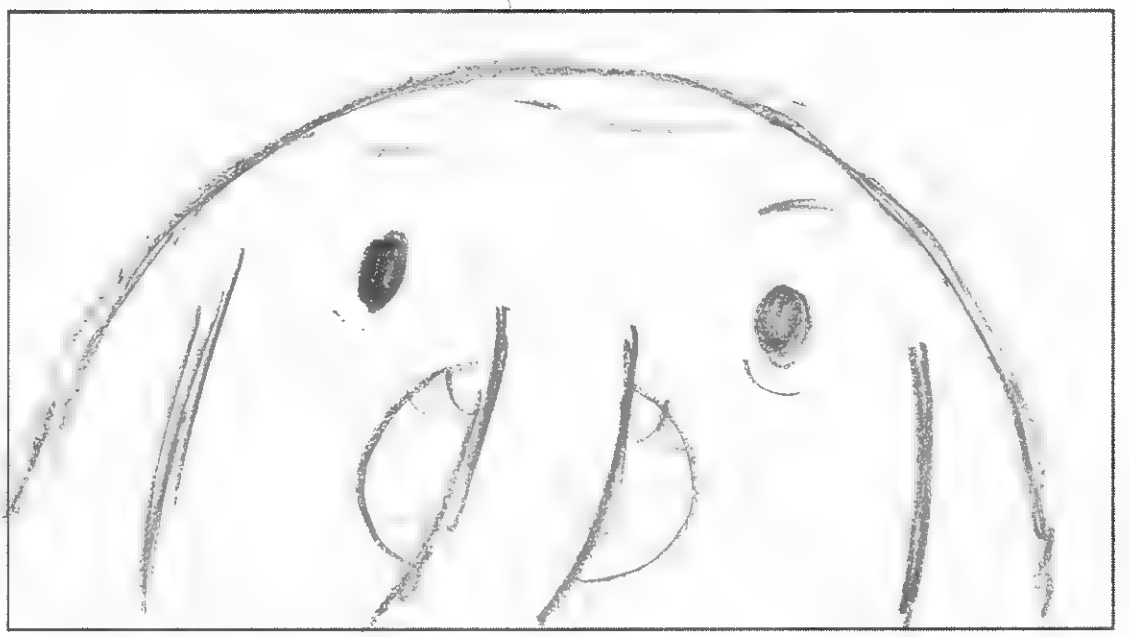
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:	T. (V.C.) leads all to the	T. Capital from Apple...
Action:		
Timing:		

EPISODE # 692016
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

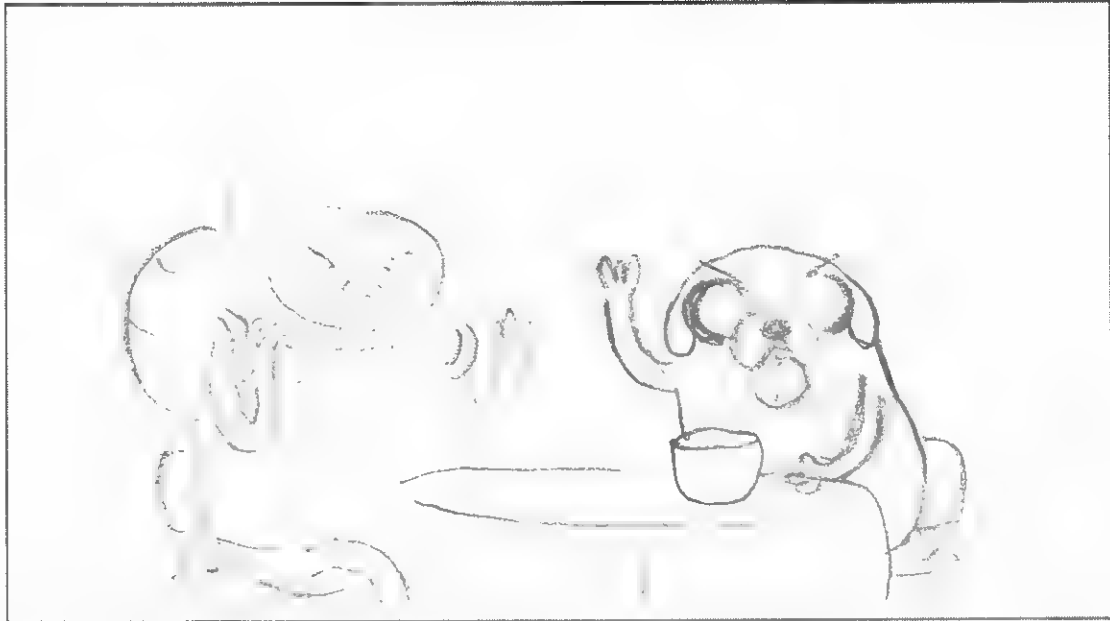
ADVENTURE TIME



Sc. 30 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night

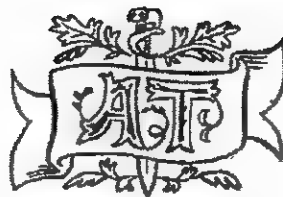


Dialog:	J: Tfff!! F: Ahh!!	J: That sounds awesome!
Action:		
Timing:		

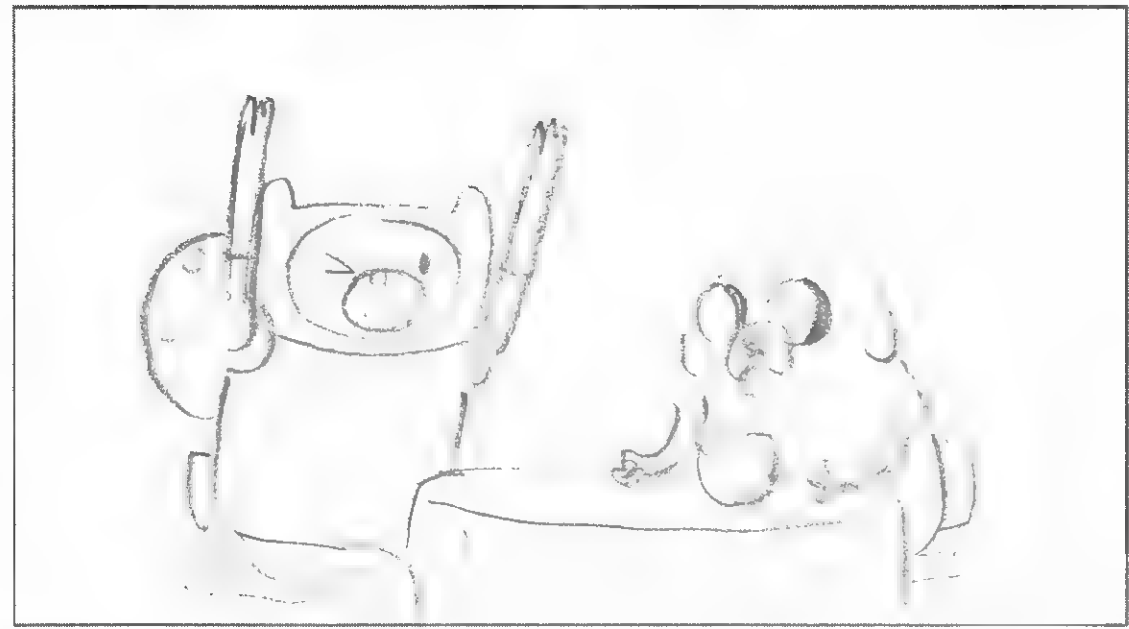
EPISODE # 692016
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred

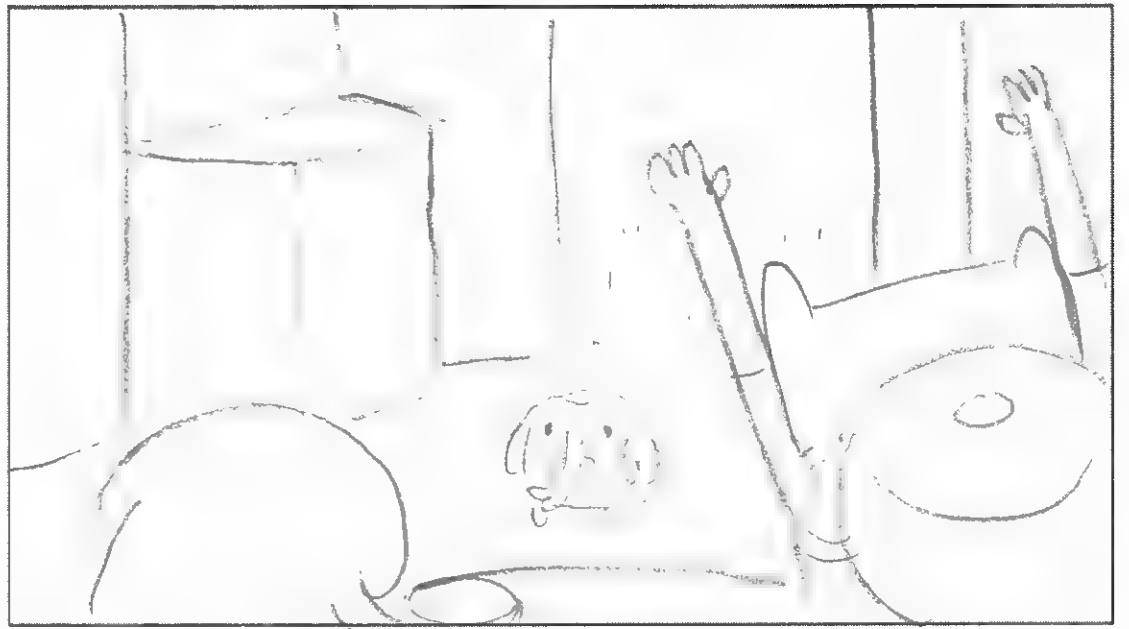
ADVENTURE TIME



Sc. 30 Pnl. C Bg. day night



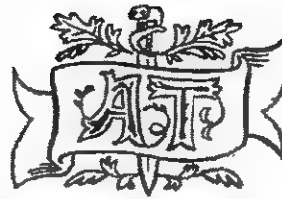
Sc. 21 Pnl. A Bg. day night



Dialo	(F) where is it!?	T: I heard that it glows in the top corner of the wall and breathes.
	Acti	
	Tim	

EPISODE # 692016
Production :

ADVENTURE TIME

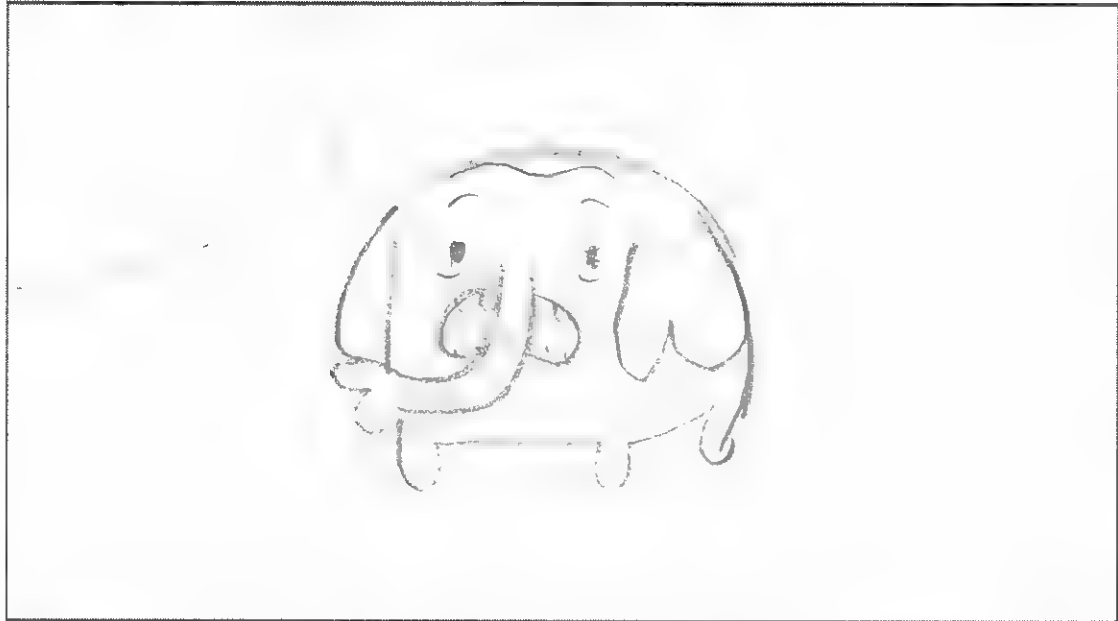


Sc. 32

Pnl. A

Bg.

day night

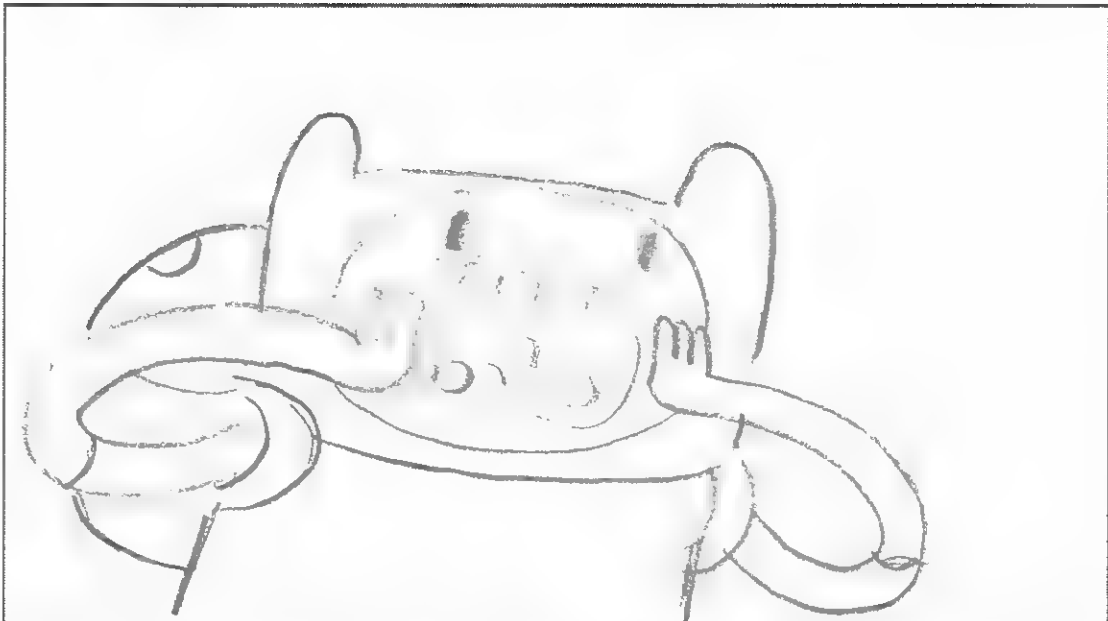


Sc. 33

Pnl. A

Bg.

day night



Dialog:	T: Are you know who This guy is going to get for just... oh... And the... day... H. day!! Today!?
Action:	
Timing:	

EPISODE # 692016
Production :

ADVENTURE TIME

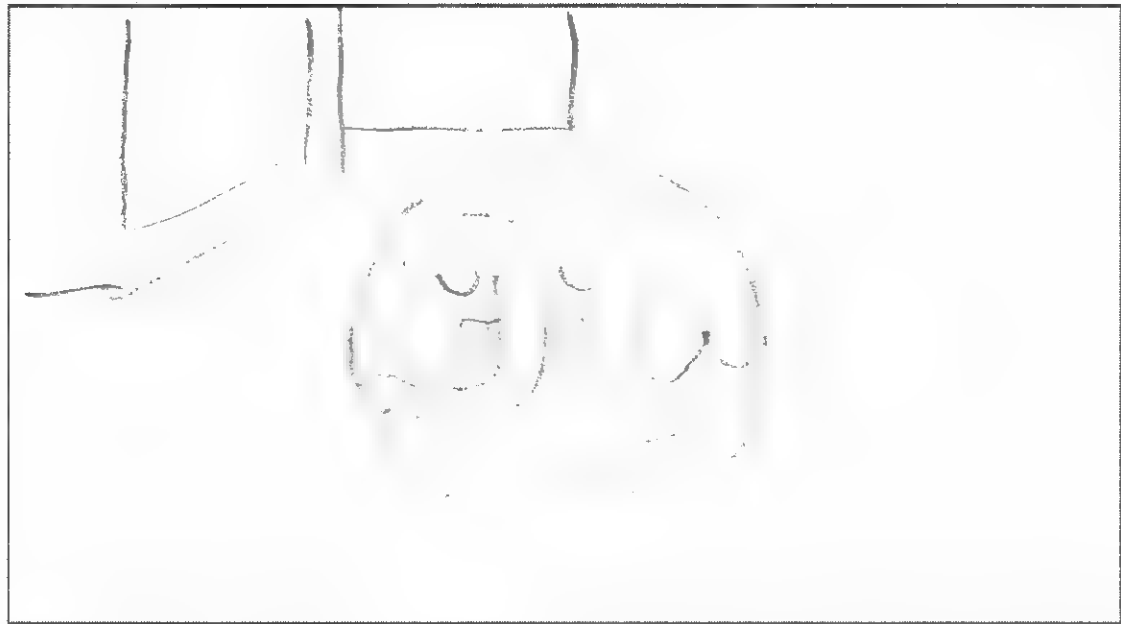


Sc. 34

Pnl. A

Bg.

day night

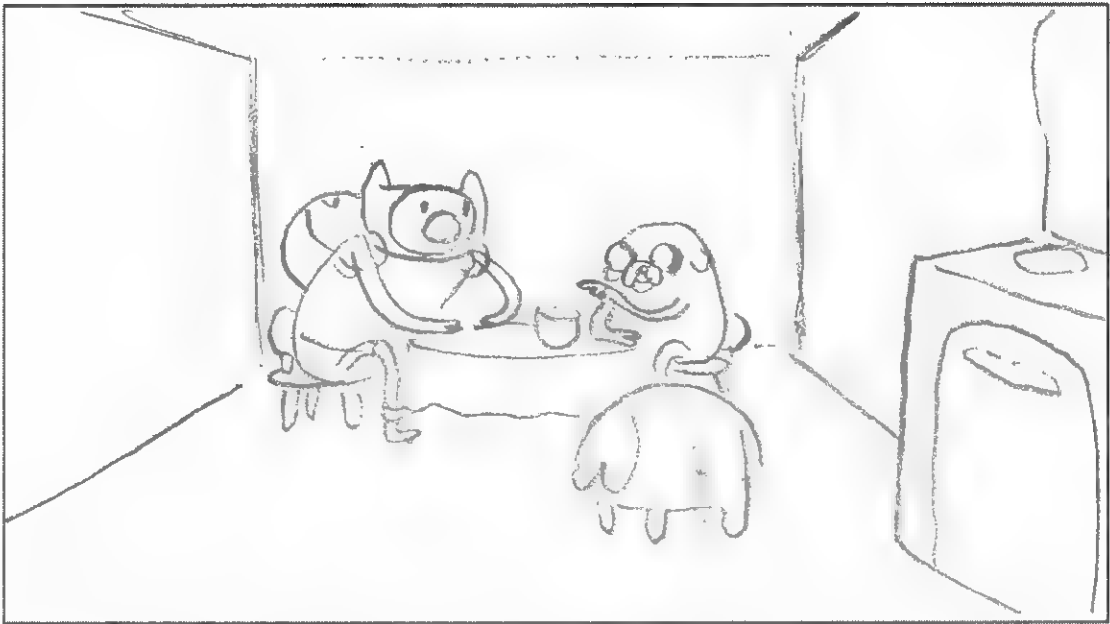


Sc.

Pnl. A

Bg.

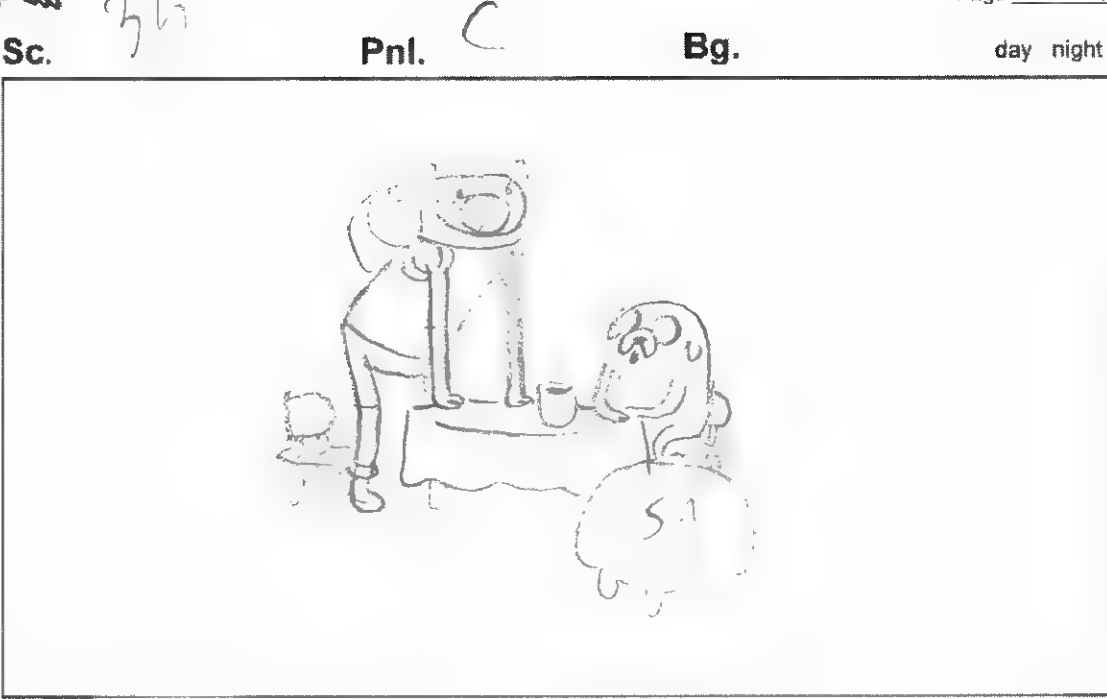
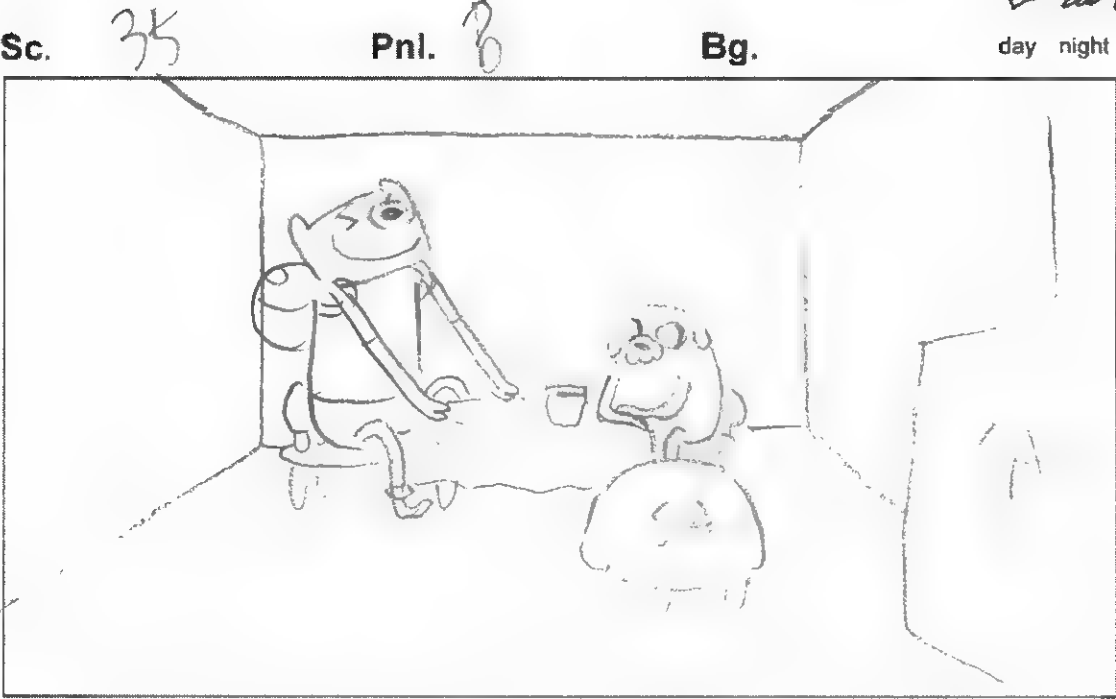
day night



Dialog:	T: Today That's who- hey	J Hey Hey Hey That sounds like!
Action:	(- - - - -)	
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Dialog: F: Wooo — !!

Action:

Timing:

(F) tree trunks, you gotta go
pick those apples !!

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 35 Pnl. D Bg. day night

Sc. Pnl. E Bg. day night

Dialog:	<u>Yeah!</u>
Action:	
Timing:	

EPISODE # **692016**

Production :

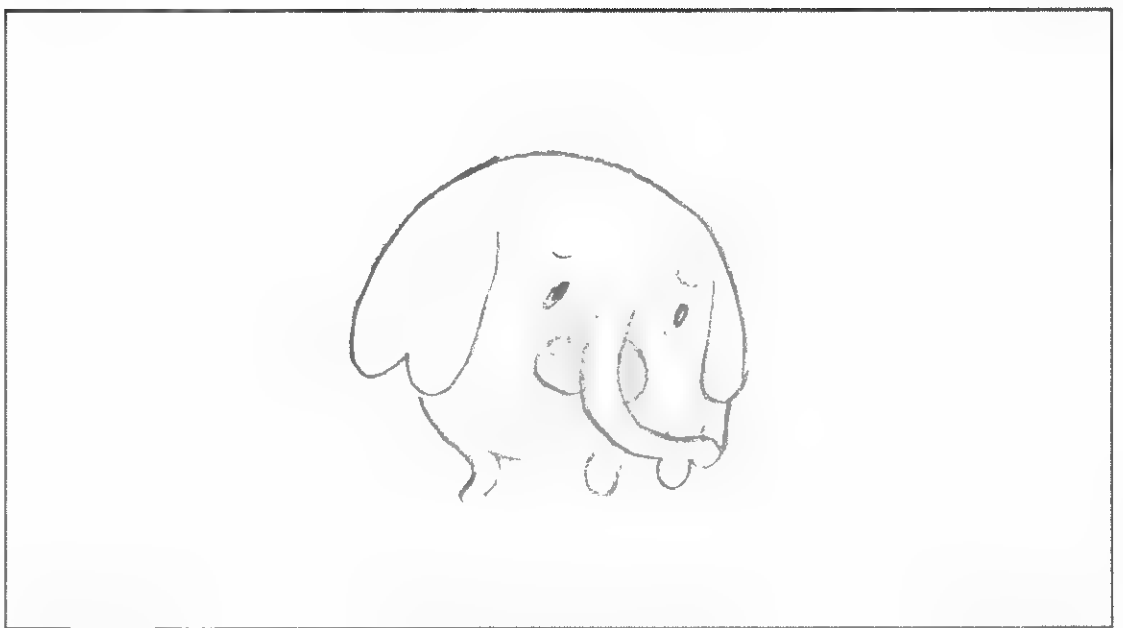
ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night



Sc. 36 Pnl. B Bg. day night



Dialog: T: What? me?

Action:

Timing:

(TT) oh no... I'm just a cute little elephant...

ADVENTURE TIME



Page 42

Sc. 36

Pnl. C

Bg.

day night

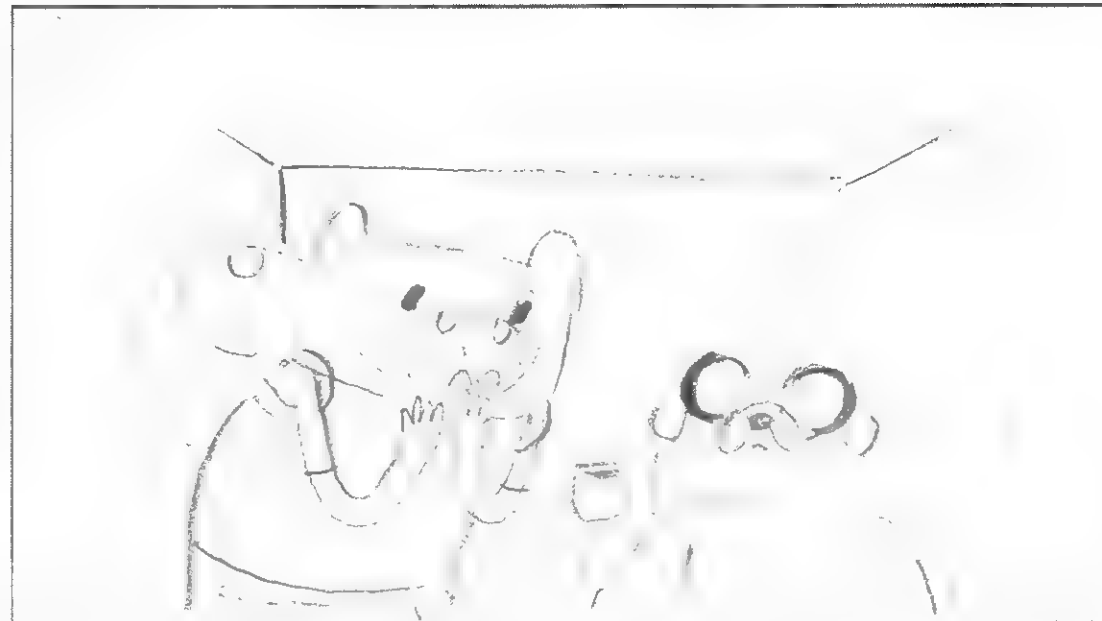


Sc. 37

Pnl. A

Bg.

day night



Dialog:

T: I'm not cut out for adventuring.

Action:

Timing:



F: Tree trunks!!
This is your dream!!

EPISODE # 692016

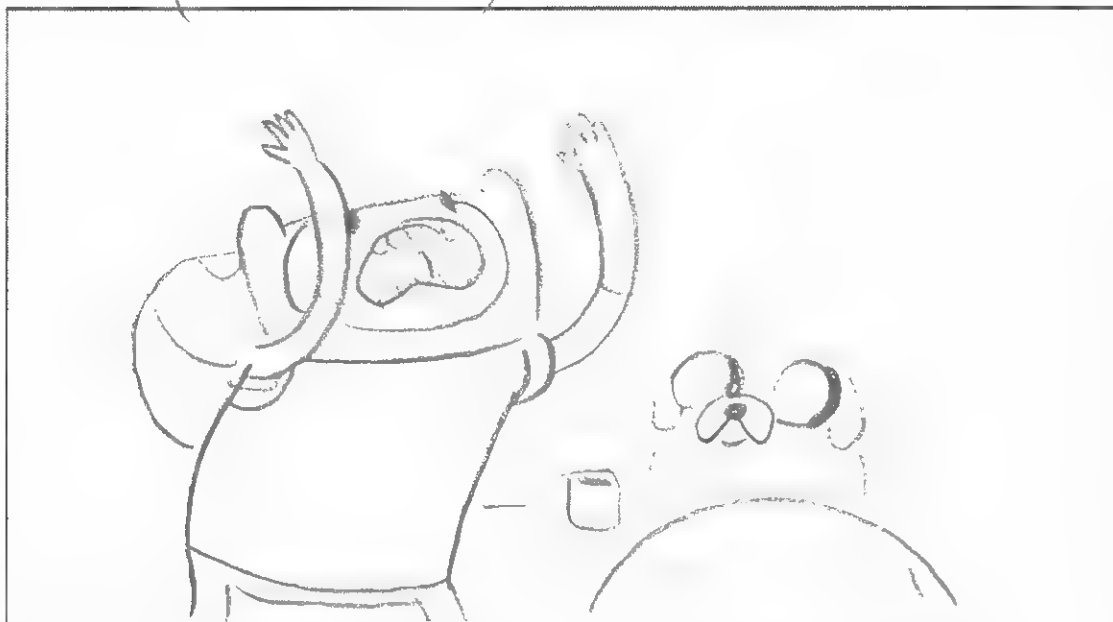
Production :

ADVENTURE TIME

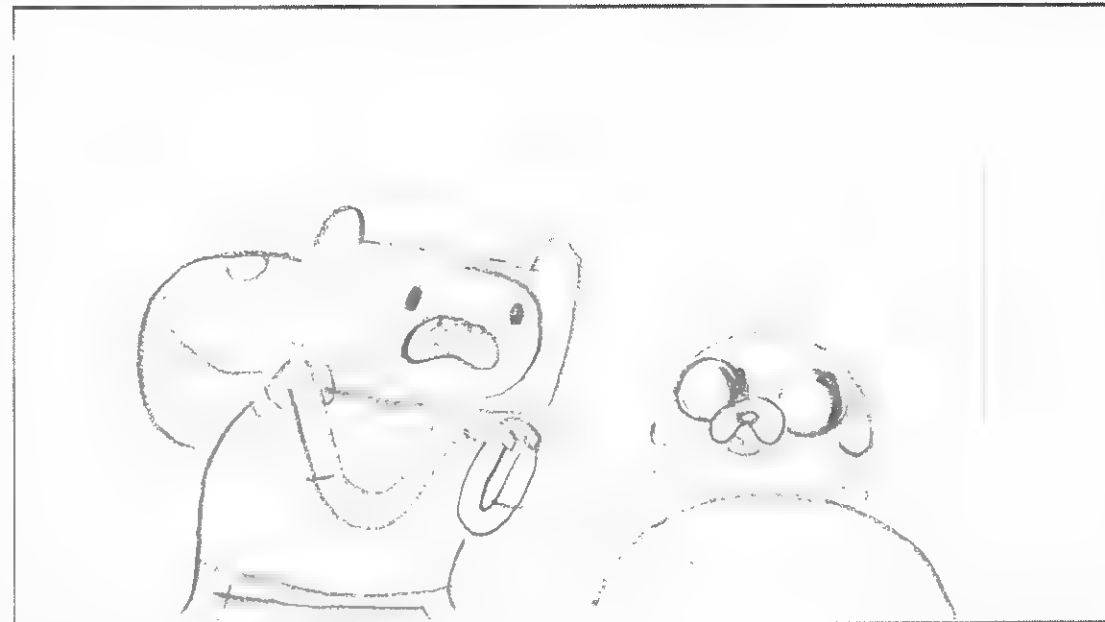


Page 43

Sc. 37 Pnl. B Bg. day night



Sc. 37 Pnl. C Bg. day night



Dialog:

F: And this guest will
lead you to it!

Action:

Timing:

(F) Think about eating
that apple
with your own mouth.

EPISODE # 692016

Production :

ADVENTURE TIME

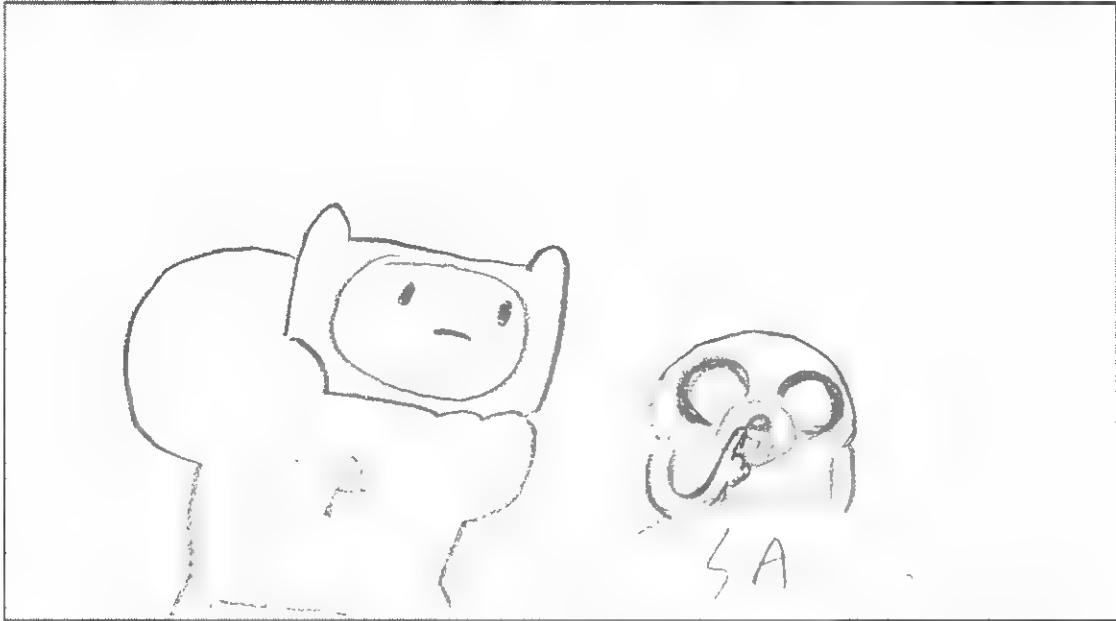


Sc. 37

Pnl. D

Bg.

day night

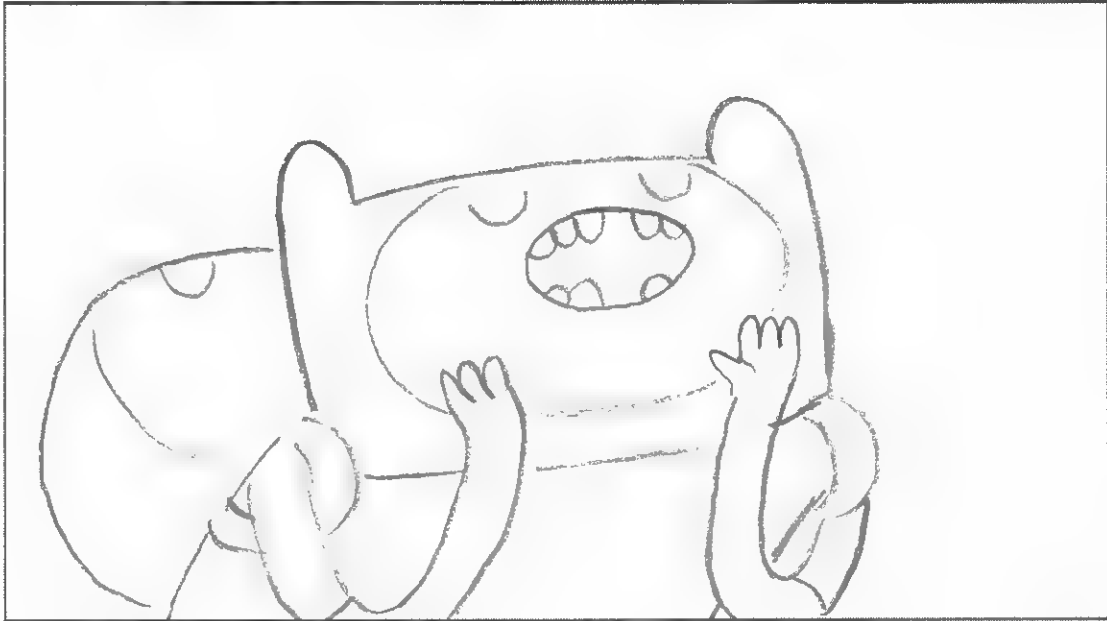


Sc. 38

Pnl. A

Bg.

day night



Dialog:

J: or your trunk...

Imagine the flavor...

Action:

Timing:

EPISODE # 692016
Production :

ADVENTURE TIME

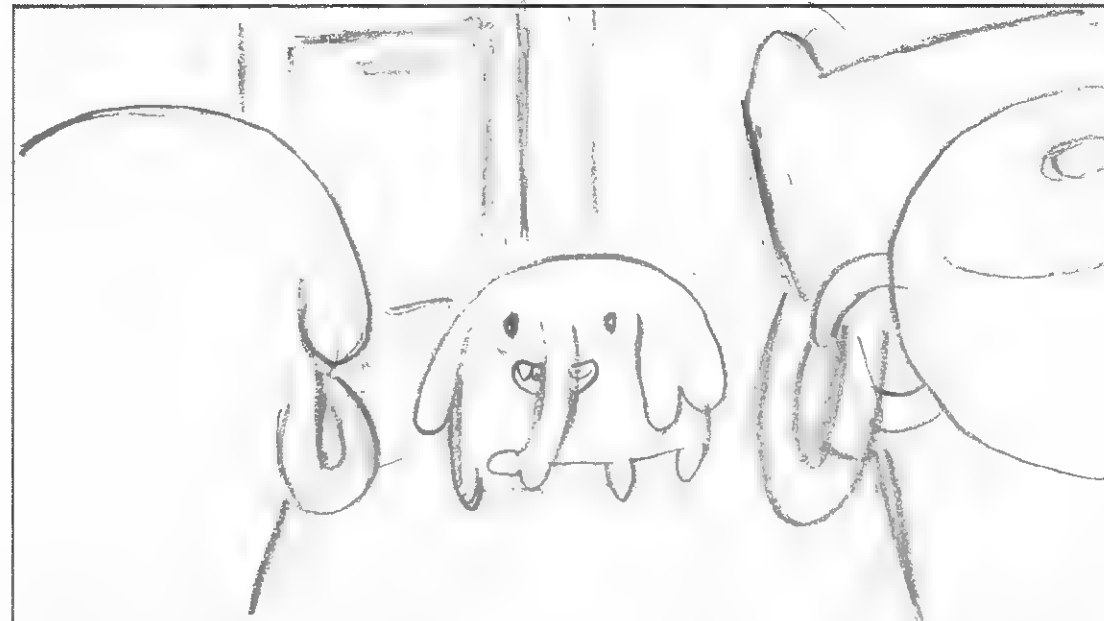


Page 45

Sc. 39 Pnl. A Bg. day night



Sc. 40 Pnl. A Bg. day night

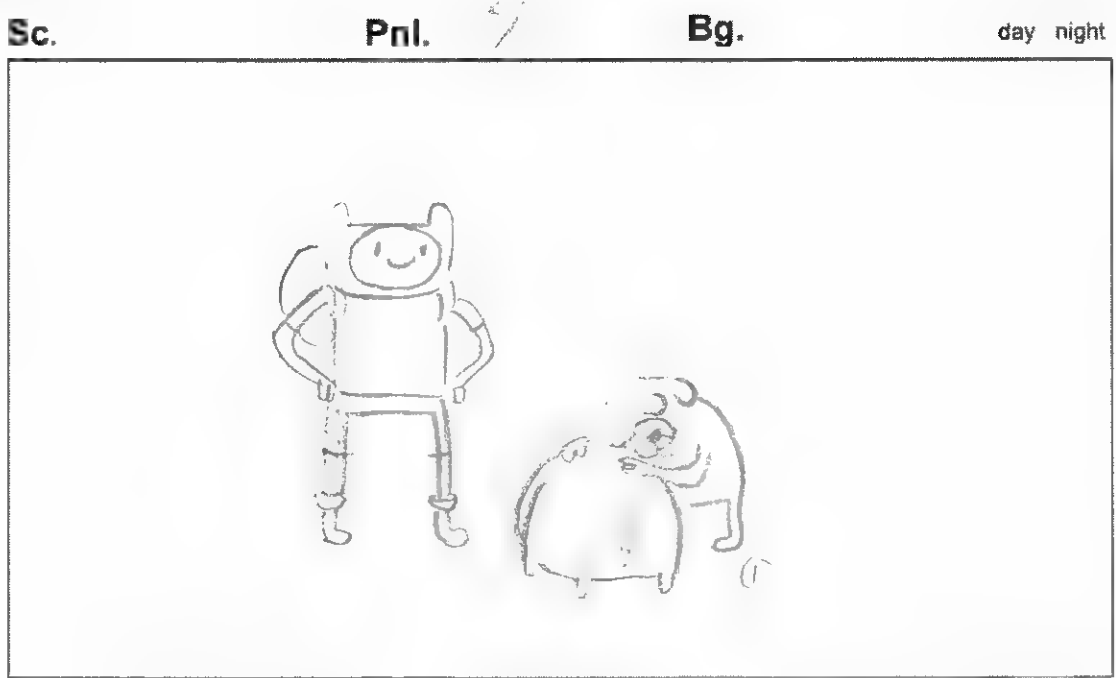
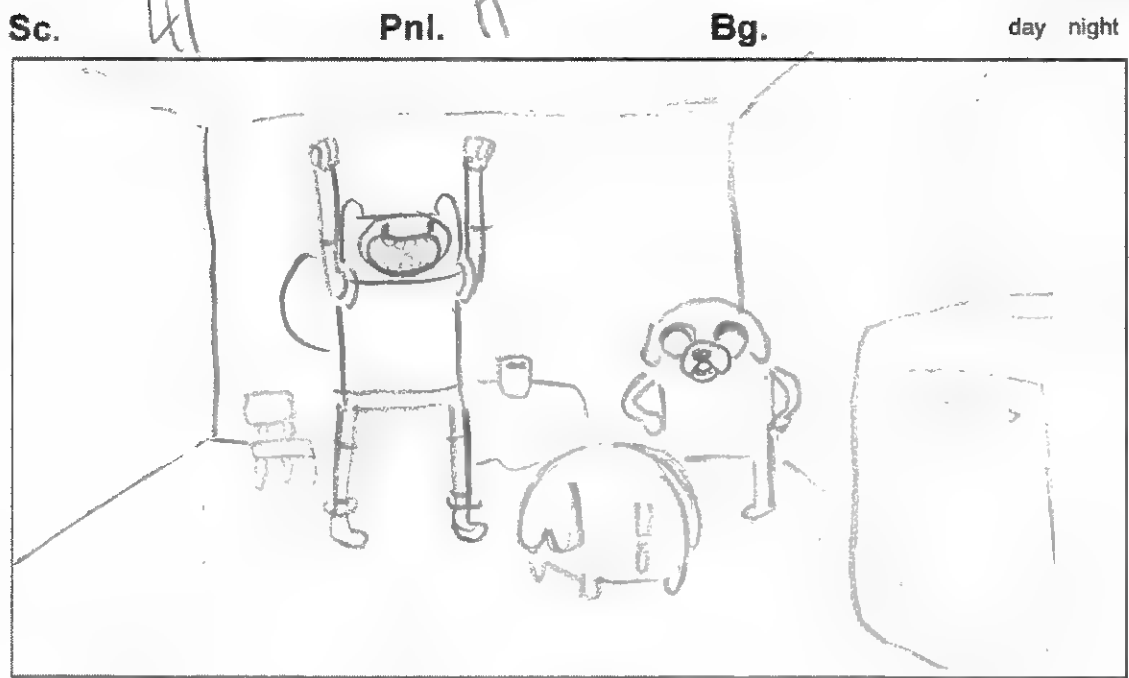


Dialog:	J: And your satisfied face!!!	really? you think I can handle the ... face & rest??
Action:		
Timing:		

EPISODE # 692016

Production :

ADVENTURE TIME



Dialog	F: Yeah! We'll help you!	J: We love you Tree Thanks!!!
Action	ALL UP TOGETHER	
Timing		

EPISODE # 692016
Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

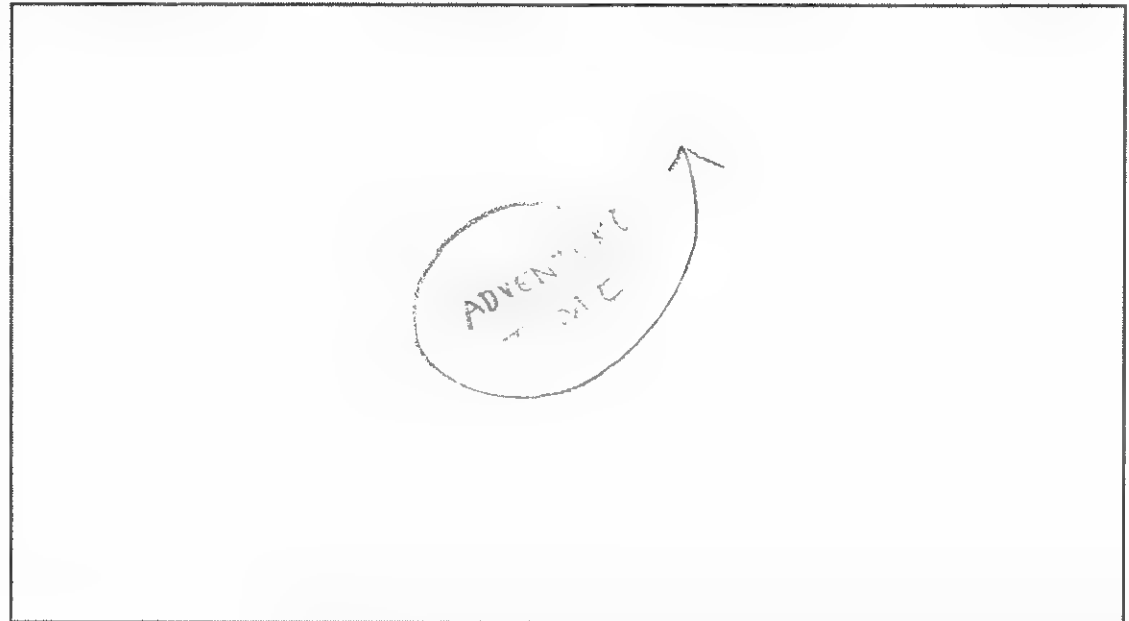
Dialog:	<p>all the adventures time time.</p>
Action:	
Timing:	

EPISODE # 692016
Production :

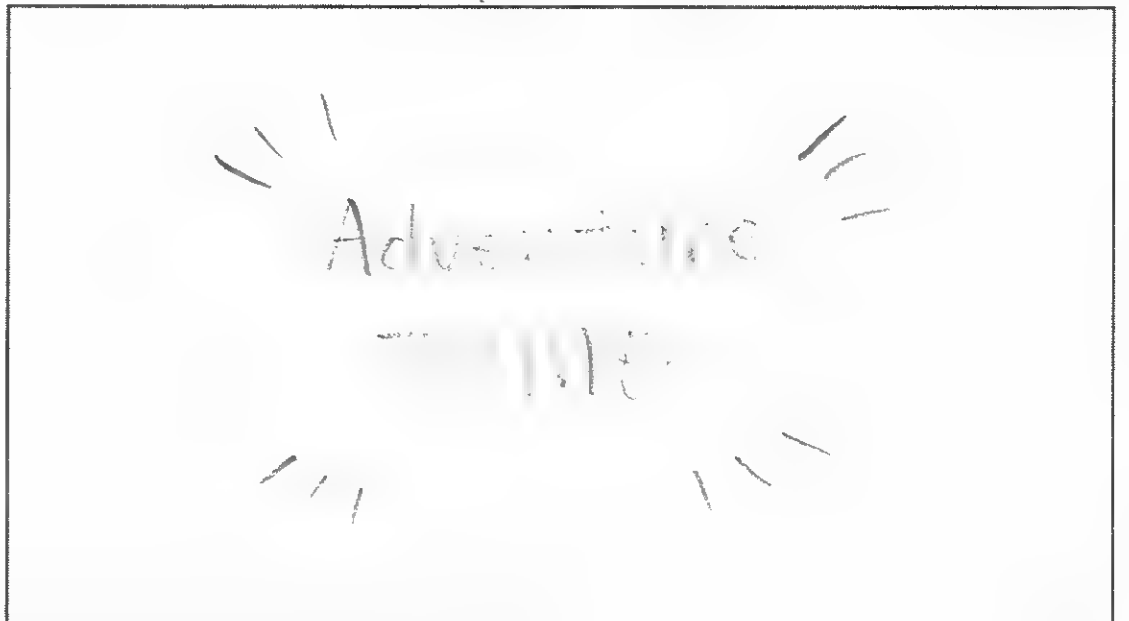
ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

Action: (A.T. Title comes spinning in)

Timing:

EPISODE # 692016
Production :

ADVENTURE TIME

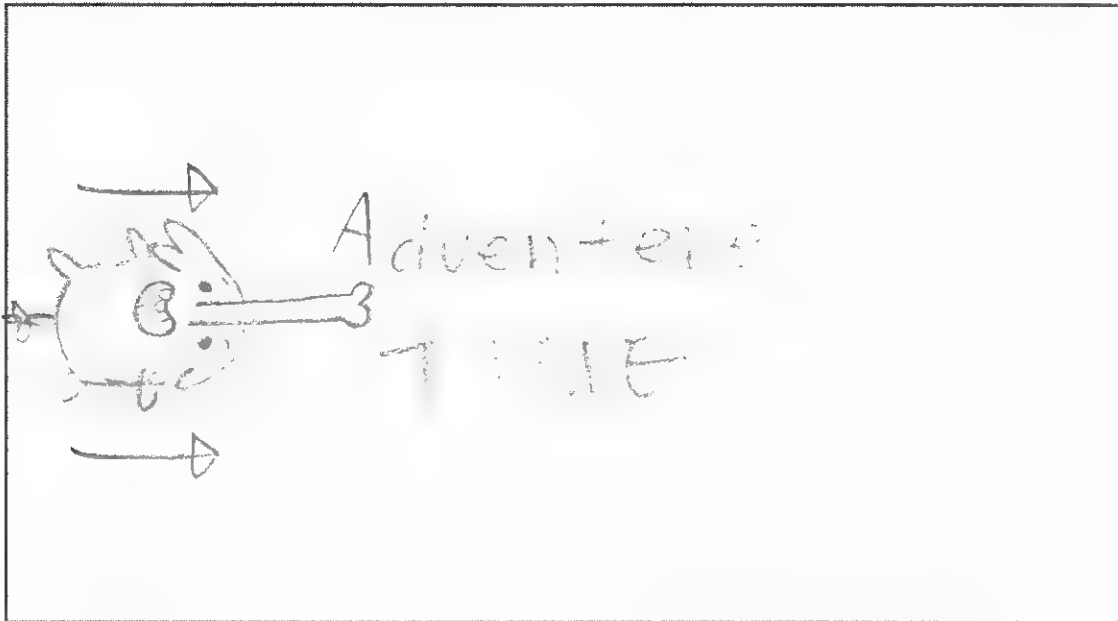


Sc. 42

Pnl. C

Bg.

day night

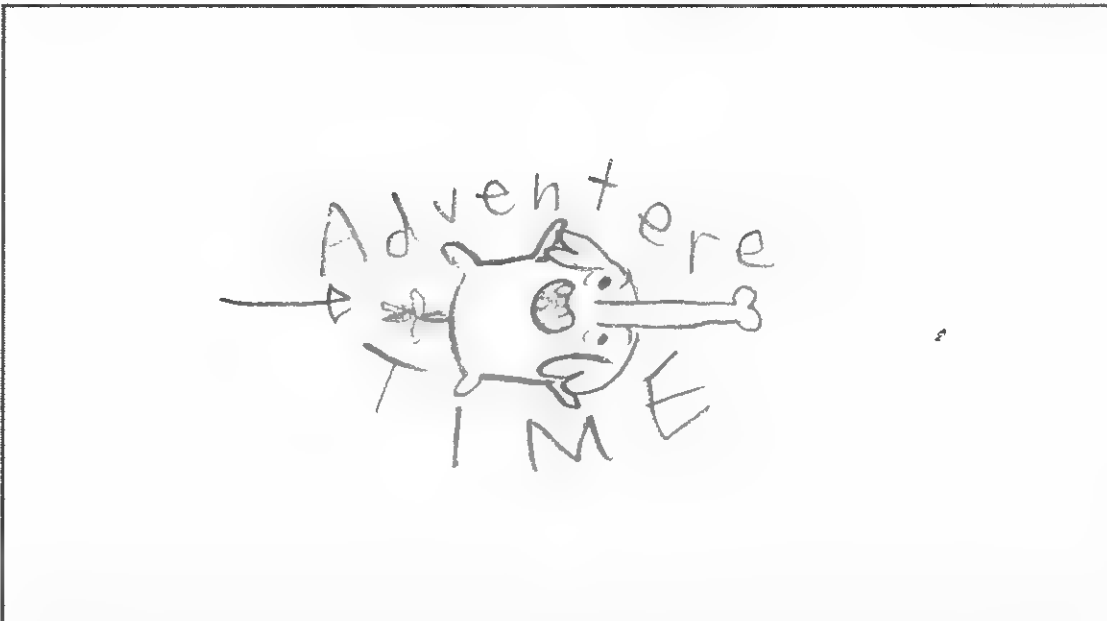


Sc.

Pnl. D

Bg.

day night



Dialog:

FAT: Yee eeeeee!!!

Action:

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



(NEXT PG 63)

Page 49

Sc. 42 Pnl. E Bg. day night

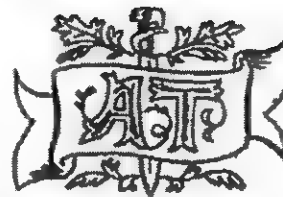
Sc. Pnl. Bg. day night

Dialog:
Tree thanks!!
Action:
Timing:

EPISODE # 692016 Production :

© 2005 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or otherwise

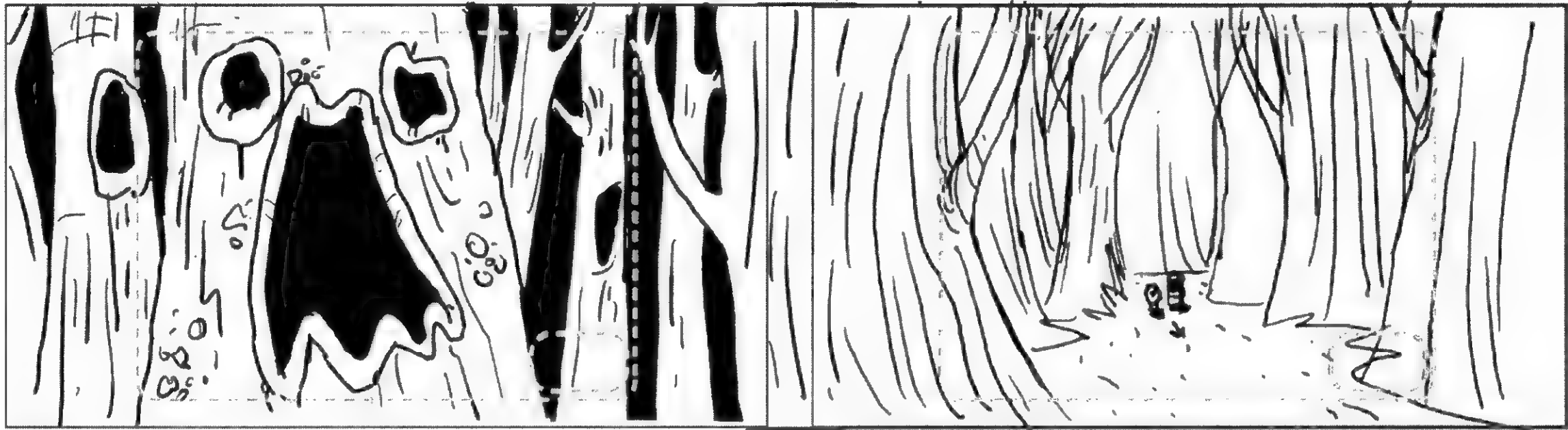
ADVENTURE TIME



(PREVIOUS PL. 49)
(Pg. 63A NEXT)

Page 63

Sc. 54 Pnl. Δ Bg. day night Sc. Pnl. Bg. day night



Dialog:	START (A) — PAN —> (STOP) (B) T: So .. This is what BIRDS SEE WHEN THEY'RE FLYING ABOVE US...
Action:	
Timing:	

EPISODE #

Production :

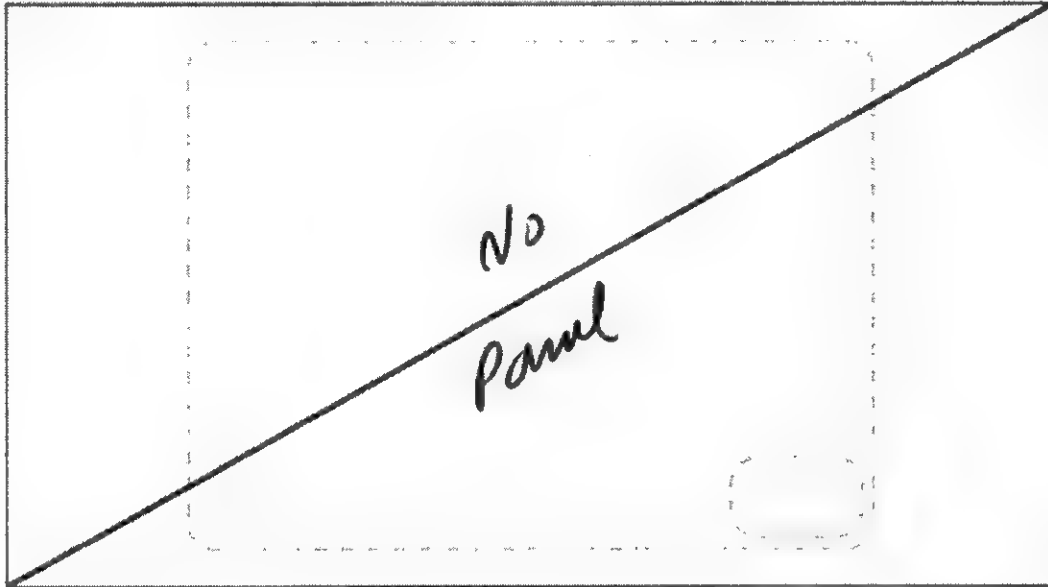
ADVENTURE TIME



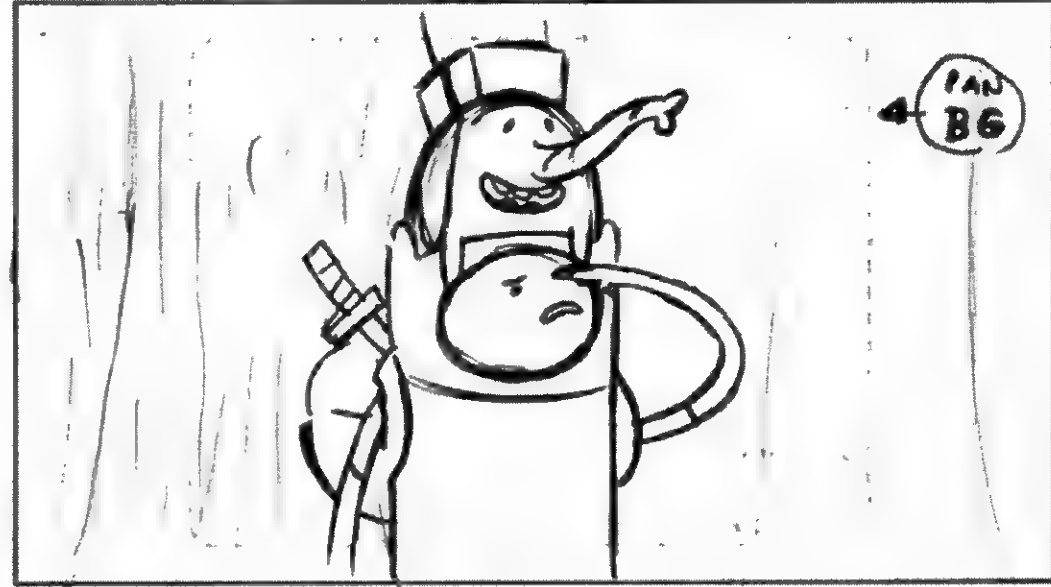
(Previous pg. 62)

Page 63 A

Sc. Pnl. Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:

Action:

Timing:

(T) I love being so high
up from the ground
giggle

EPISODE # 692016

Production :

ADVENTURE TIME



(Pg. 64 (A) NEXT)

Page 64

Sc.

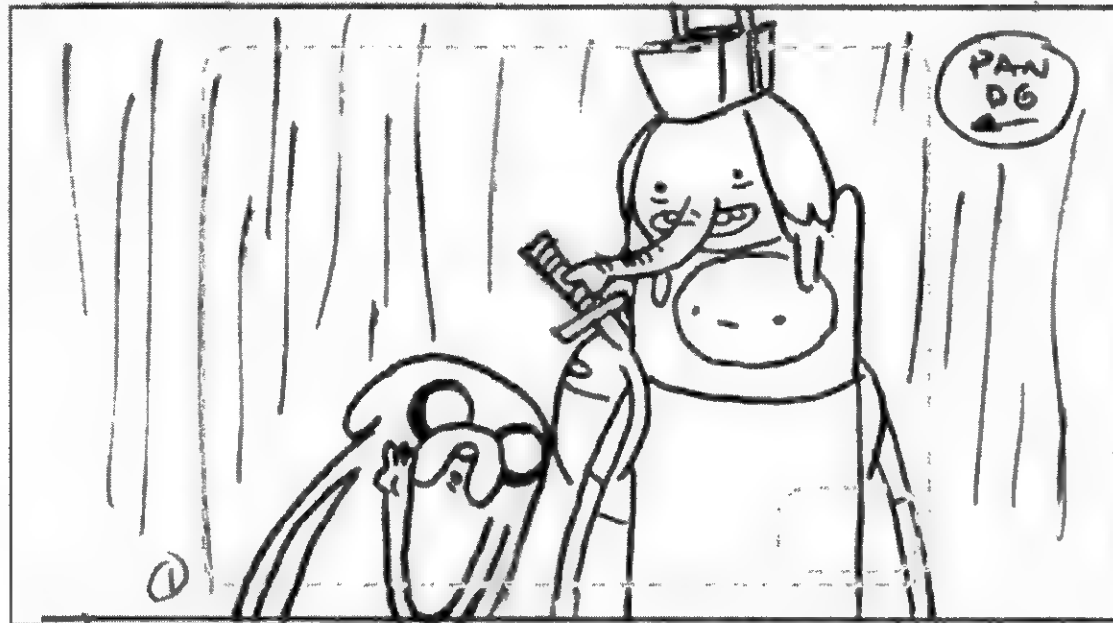
55

Pnl.

B

Bg.

day night

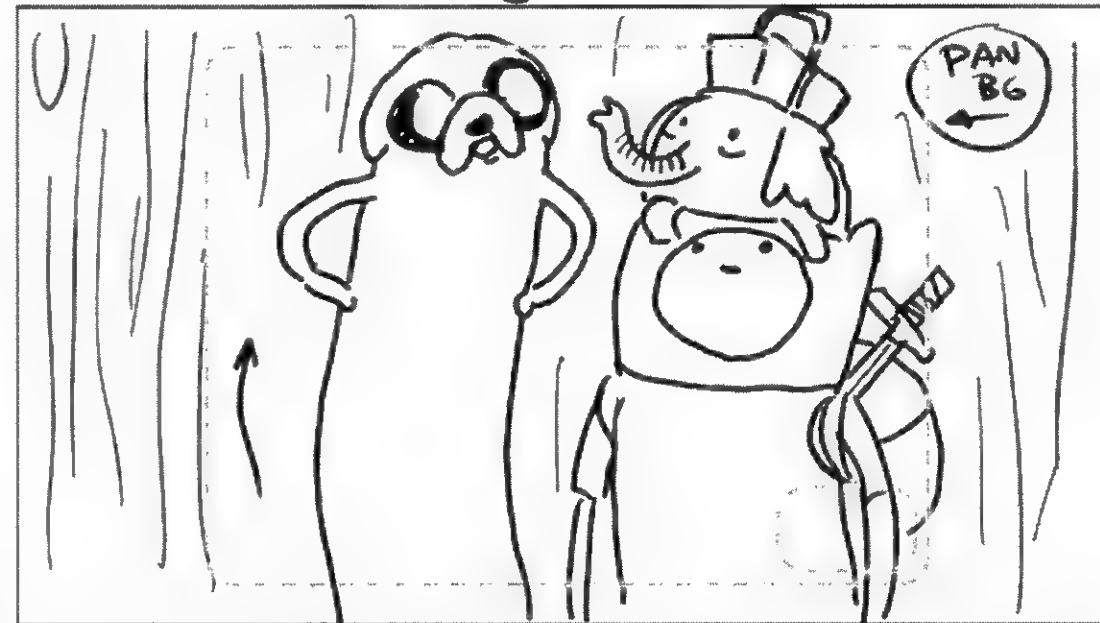


Sc.

Pnl. C

Bg.

day night



Dialog:

J: PSST... I COULD TAKE  (1) you even higher on my shoulders, 

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



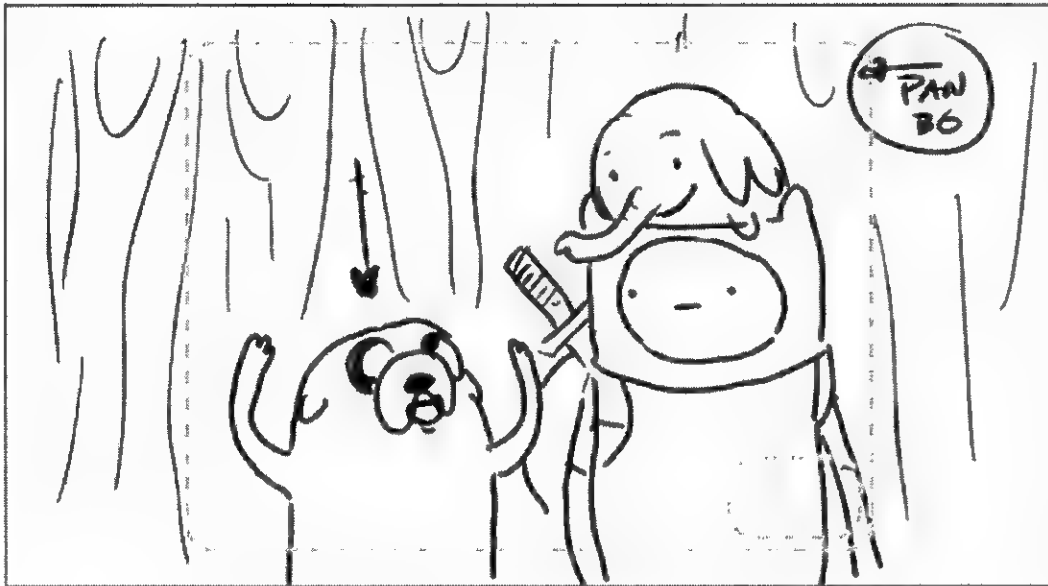
(previous pg. 64)

(pg. 65 NEXT)

64A

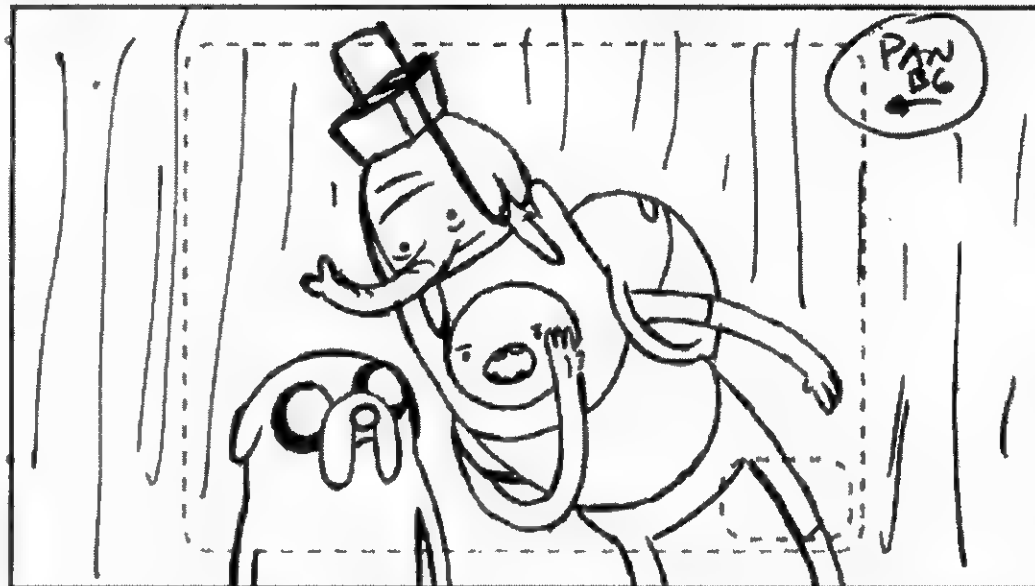
Page

Sc. 55 Pnl. D Bg. day night



⑤ tree trunks.

Sc. Pnl. E Bg. day night

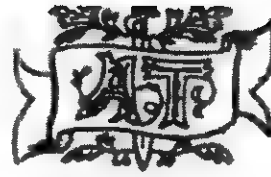


f: No Jake... SHE HAS A WEAK HEART.

EPISODE # 692016

Production :

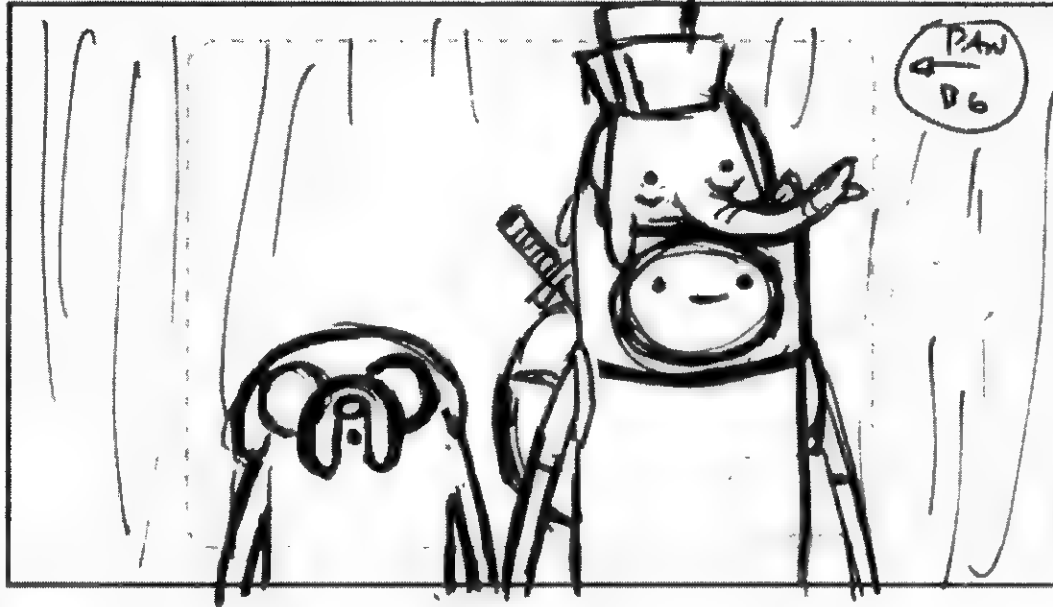
ADVENTURE TIME



(NEXT PG. 65A)

Page 65

Sc. 55 Pnl. F Bg. day night



Sc. Pnl. G Bg. day night



Dialog:

J: Oh...

Action:

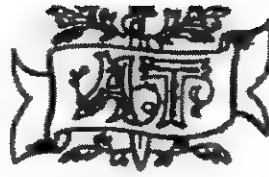
Timing:

(They walk for a beat)

EPISODE # 692016

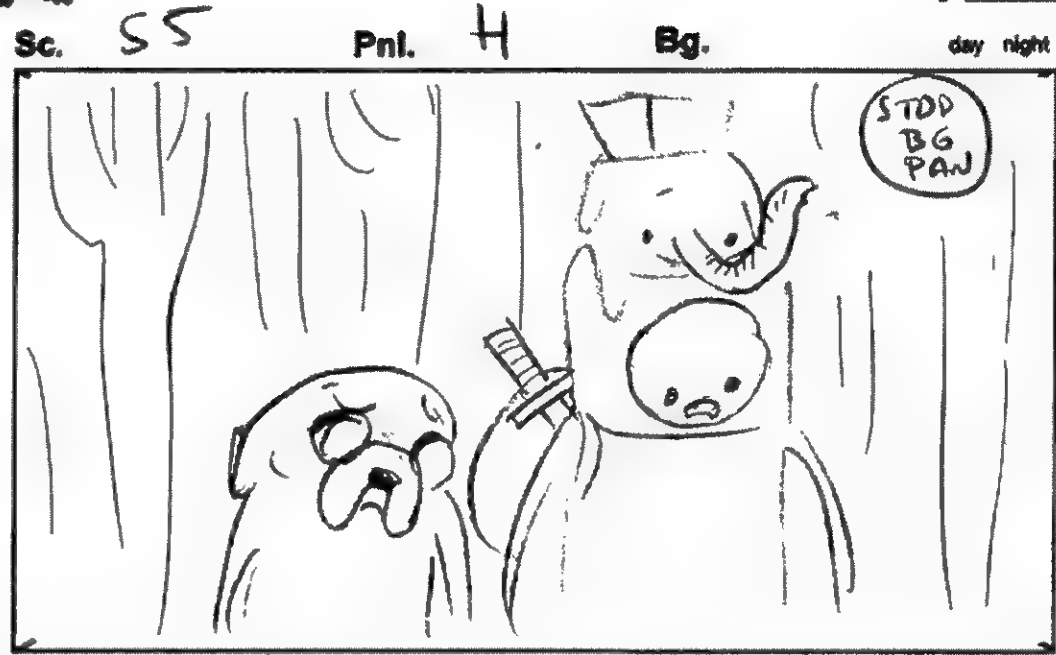
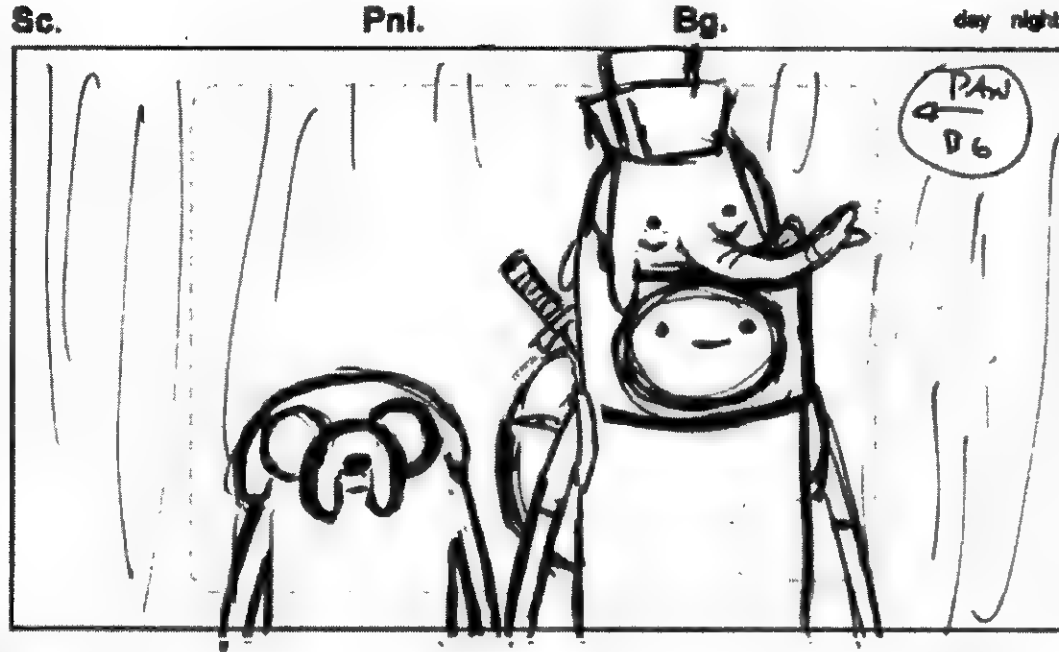
Production :

ADVENTURE TIME



(NEXT pg. 68)
(previous pg. 65)

Page **65** A



Dialog:

≡ squish ≡

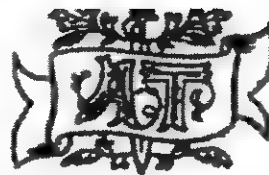
Action:

Timing:

EPISODE # 692016

Production :

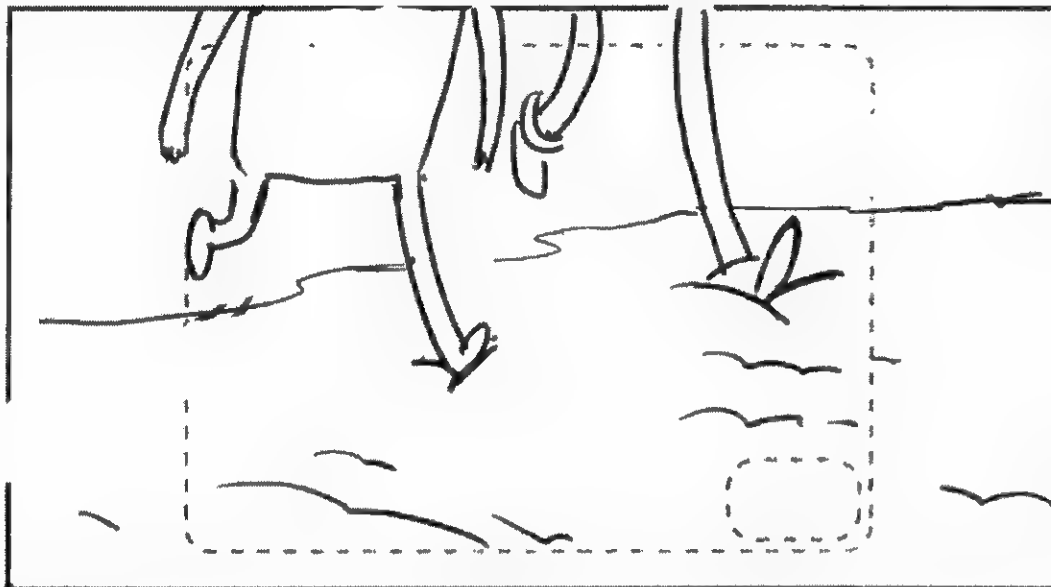
ADVENTURE TIME



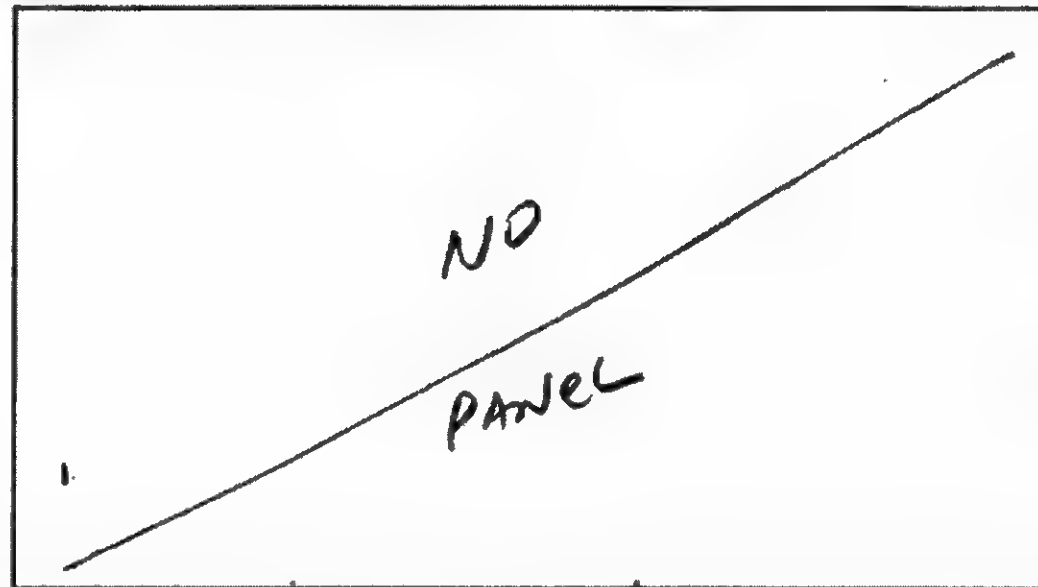
(PREVIOUS PG. 65 A)

Page 68

Sc. 58 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

"Squish"

J: ooh...

Action:

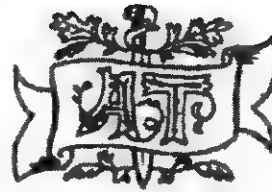
Timing:

EPISODE # 692016

Production :

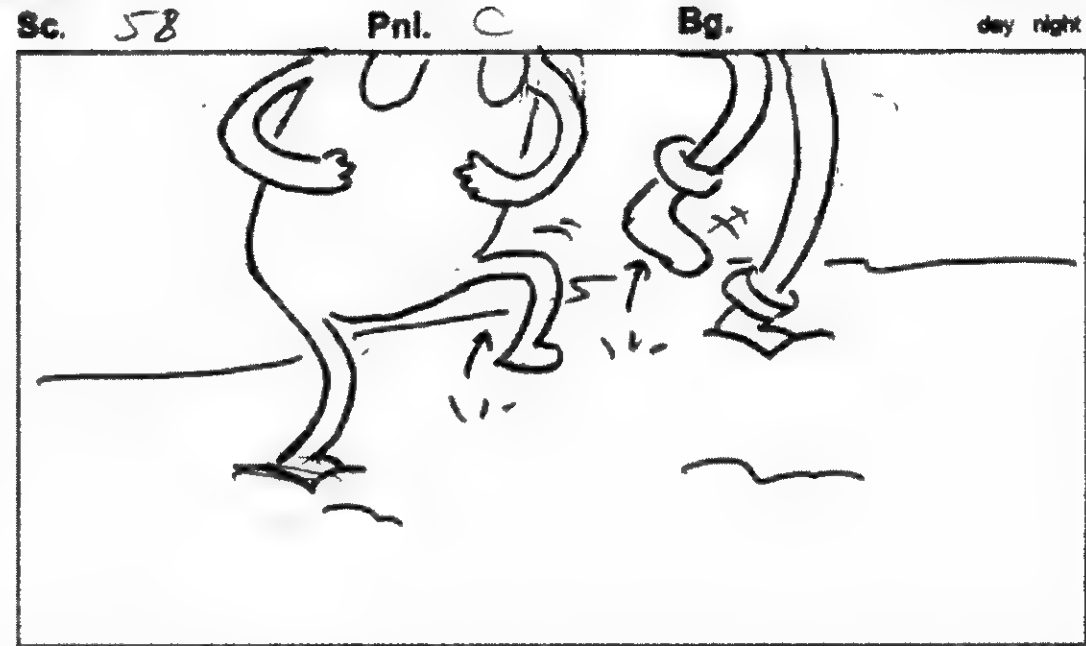
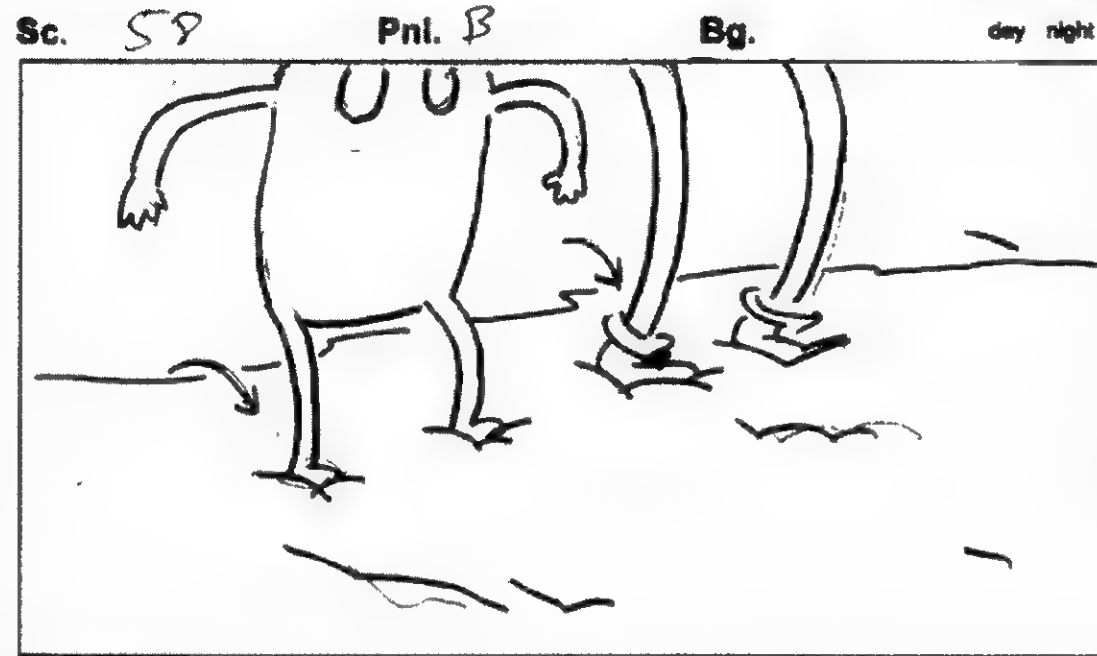
© 2009 The material is the property of The Cartoon Network, Inc. It is unauthorized and may constitute a trademark or service mark of The Cartoon Network, Inc. or its affiliates. All rights reserved. No part of this material may be reproduced without prior written permission from The Cartoon Network, Inc.

ADVENTURE TIME



* Pg. 68 (B) NEW *
Pg. 68 PREV.

Page 68 (A)



Dialog:

(squish)

(squish)

Action:

Timing:

EPISODE # 692016

Production :

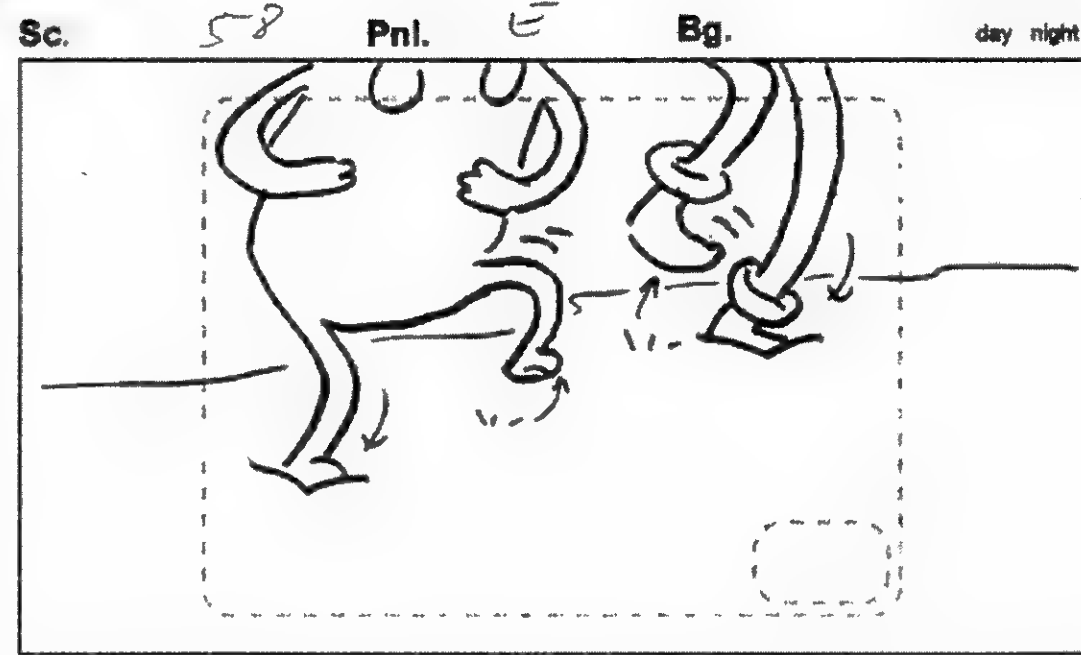
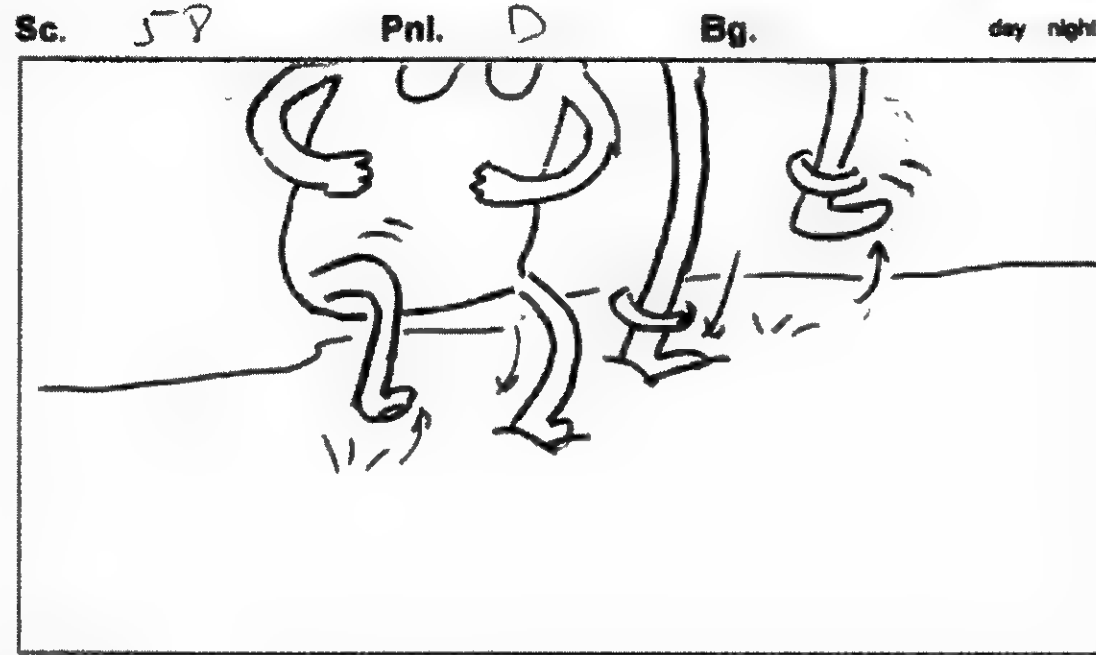
© 2009 Walt Disney Company. All Rights Reserved. This is a production of Walt Disney Animation Studios. All characters and likenesses are the property of Walt Disney Company. All other marks and likenesses are the property of their respective owners. All rights reserved.

ADVENTURE TIME



* Pg. 68 (C) NEXT *
Pg. 68 (A) PREV. *

Page 68 (B)



Dialog:

(SQUISH)

(SQUISH)

Action:

Timing:

EPISODE 692016

Production :

ADI . . . ME



* Pg. 69 NEXT *
Pg. 68B PREV *

Page 68C

Sc. 58

Pnl. F

Bg.

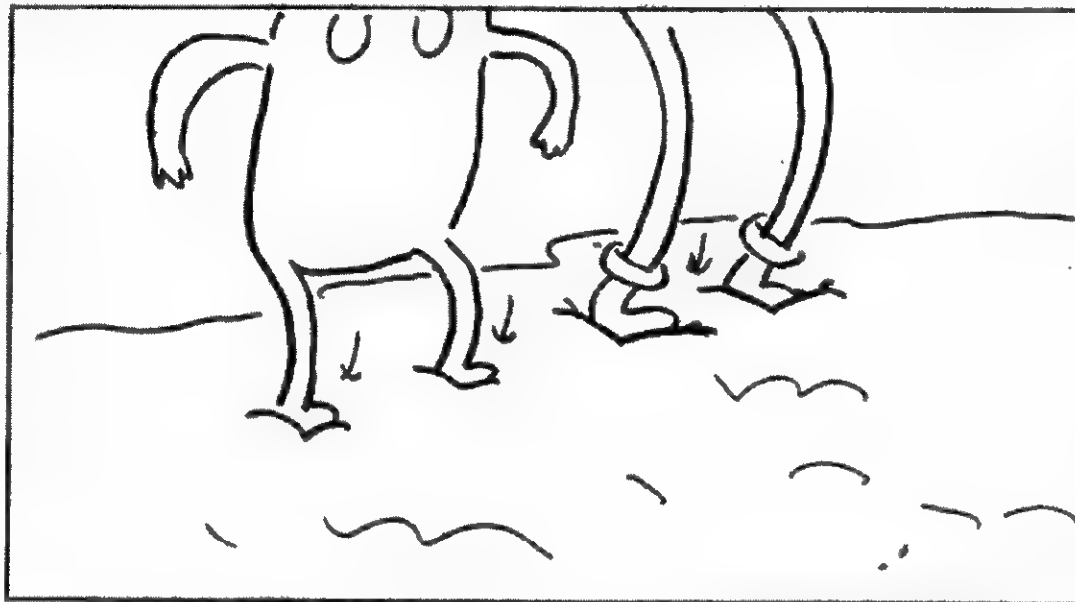
day night

Sc. 49

Pnl. A

Bg.

day night



Dialog:

"Squish"

J: ooh...

Action:

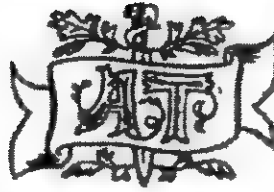
Timing:

EPISODE # 692016

Production :

© 2009 The Walt Disney Company. All rights reserved. It is illegal to reproduce or use any part of this script without the written permission of The Walt Disney Company. Disney may not be held responsible.

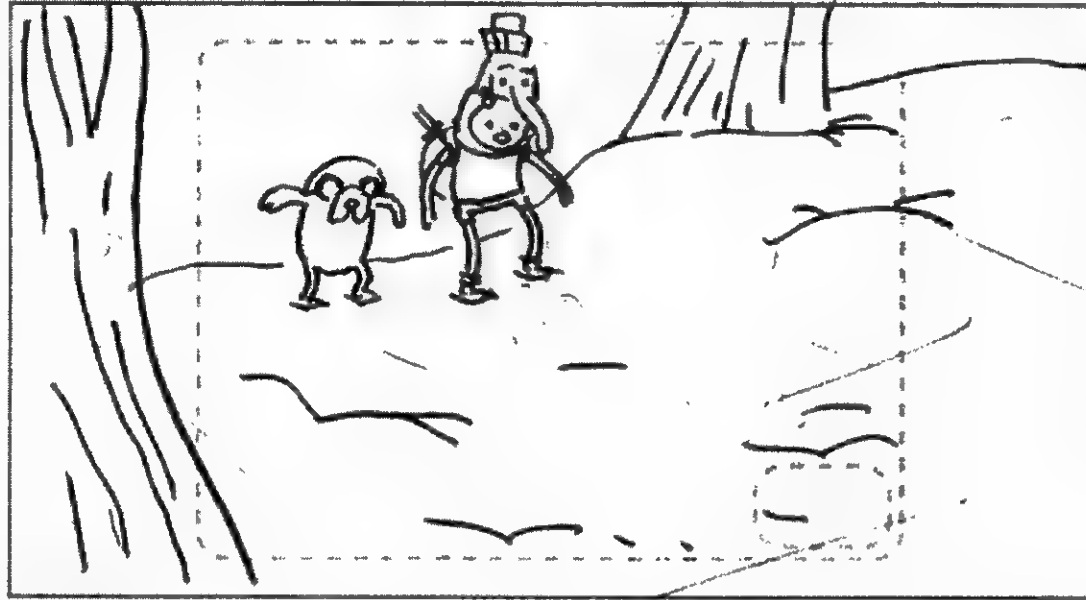
ADVENTURE TIME



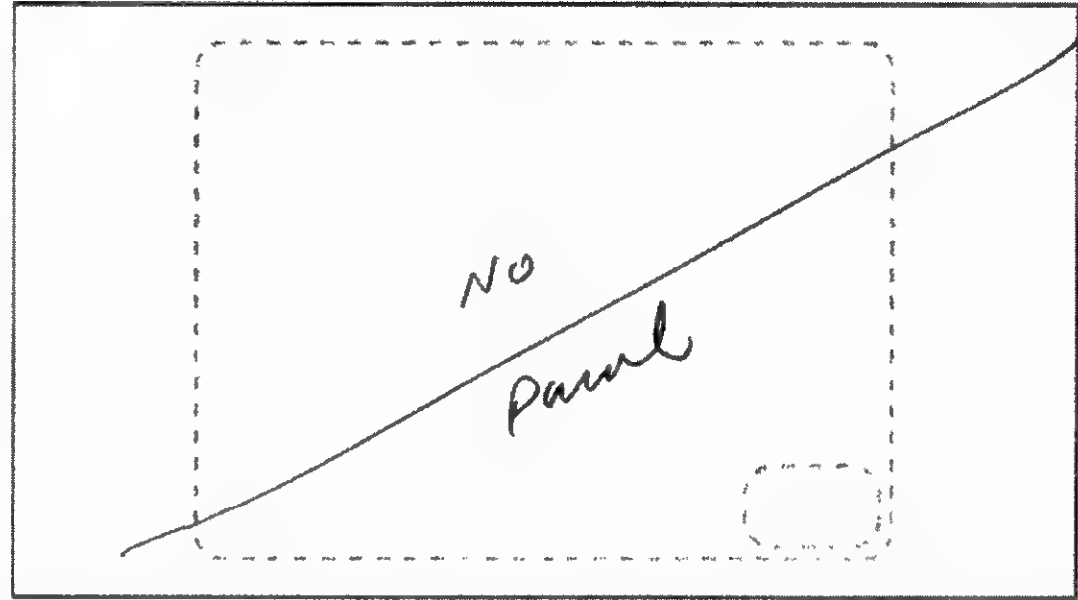
* pg-69 (A) NEXT *

Page 69

Sc. 60 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) EWWW...

Action:

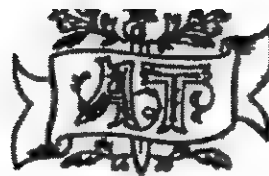
CUT

Timing:

EPISODE # 692016

Production : . . .

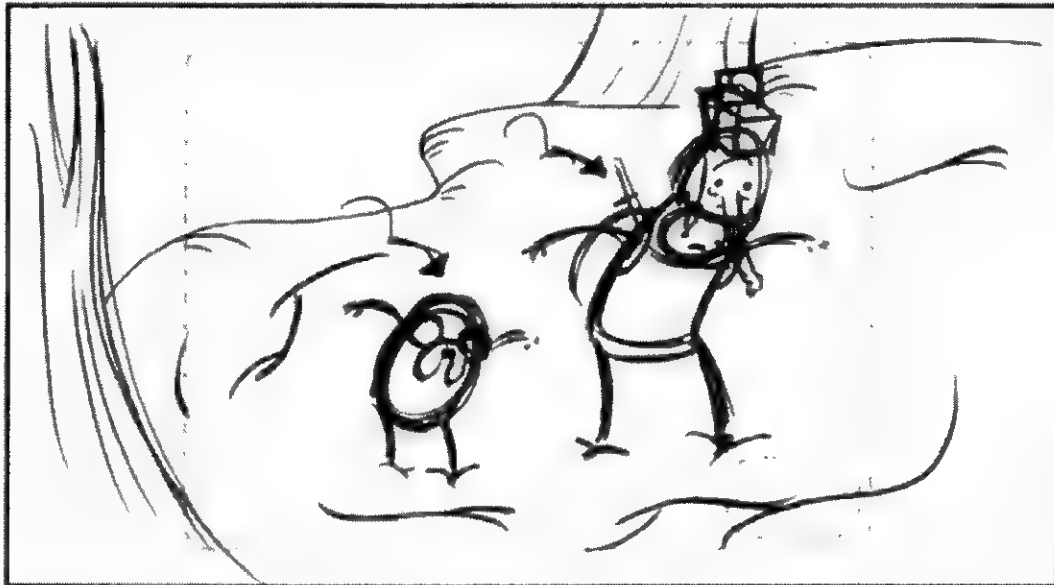
ADVENTURE TIME



* PG-70 NEXT *
PG 69(A) PREV. *

Page 69(A)

Sc. 60 Pnl. B Bg. day night



Sc. 60 Pnl. C Bg. day night



Dialog:

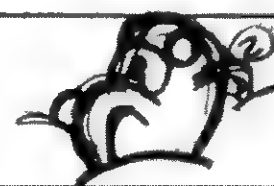
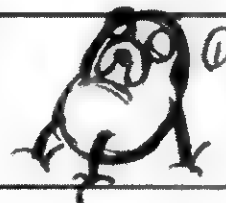
F: WHY is the GROUND all Squishy ...?

J: Whatever it is... I'm Likin
IT!
(squish, squish, squish)

Action:



Timing:



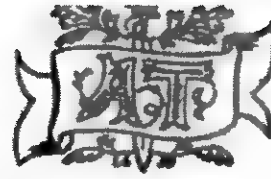
Cycle 3 TIMES

(walk cycles)

EPISODE # 692016

Production :

ADVENTURE TIME



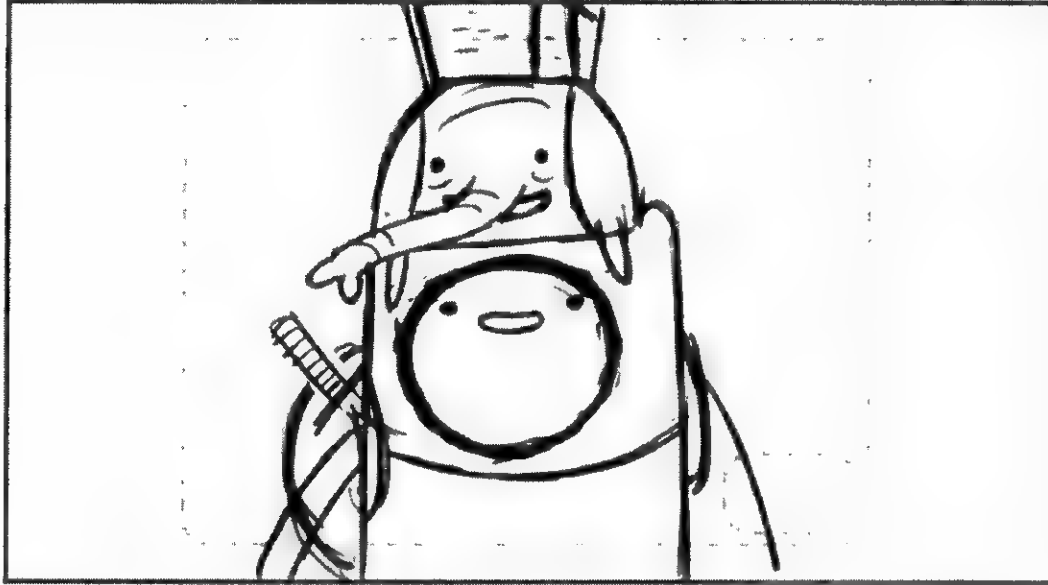
Page 70

Sc. 61

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:

T: I WANNA
TRY!

Action:

Timing:

ⓕ Okay,
I'm COOL
WITH LETTING
YOU DO WHAT-
EVER YOU WANT!

EPISODE # 692016

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 71

Sc.

62

Pnl.

A

Bg.

day night

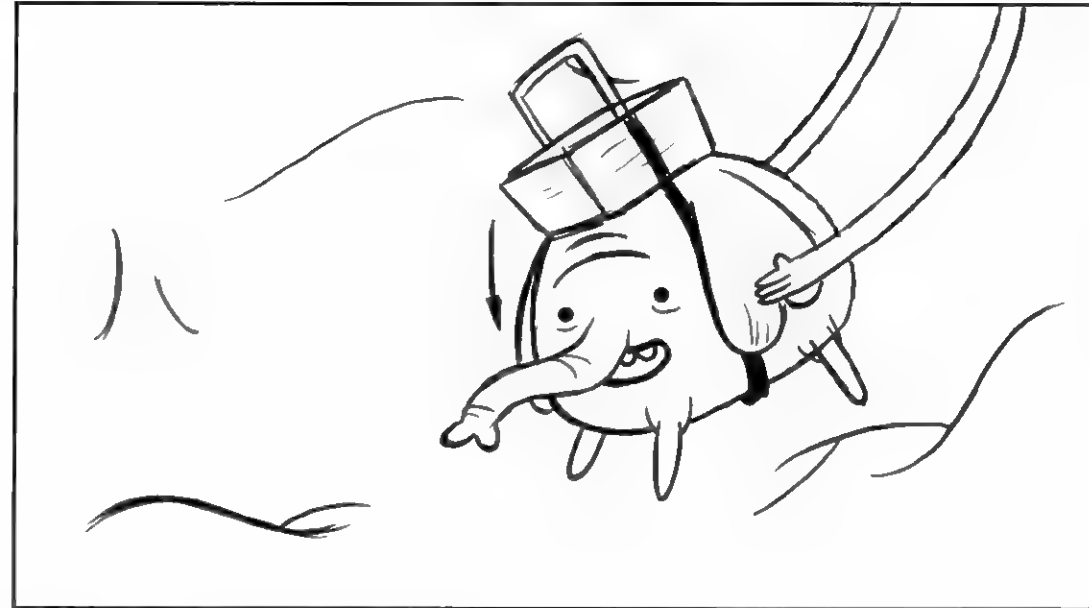
Sc.

Pnl.

B

Bg.

day night



Dialog:

TT: He He He

Action:

Timing:

EPISODE # 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

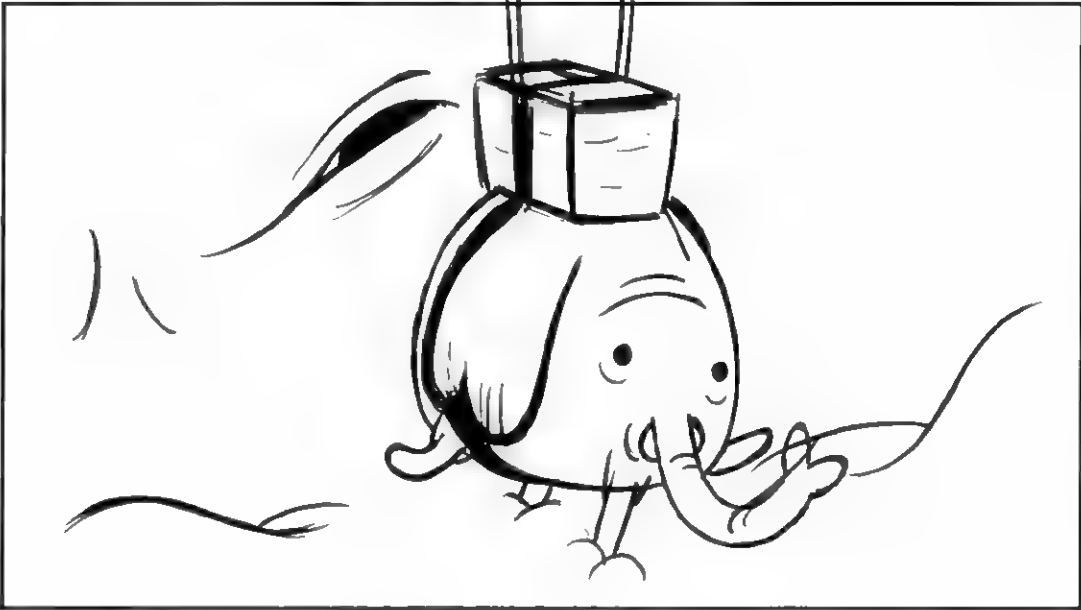
ADVENTURE TIME



Sc. 62 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	≡ Squish ≡	(T:) ooh —
Action:	EYE BALL OPENS in flash	
Timing:		

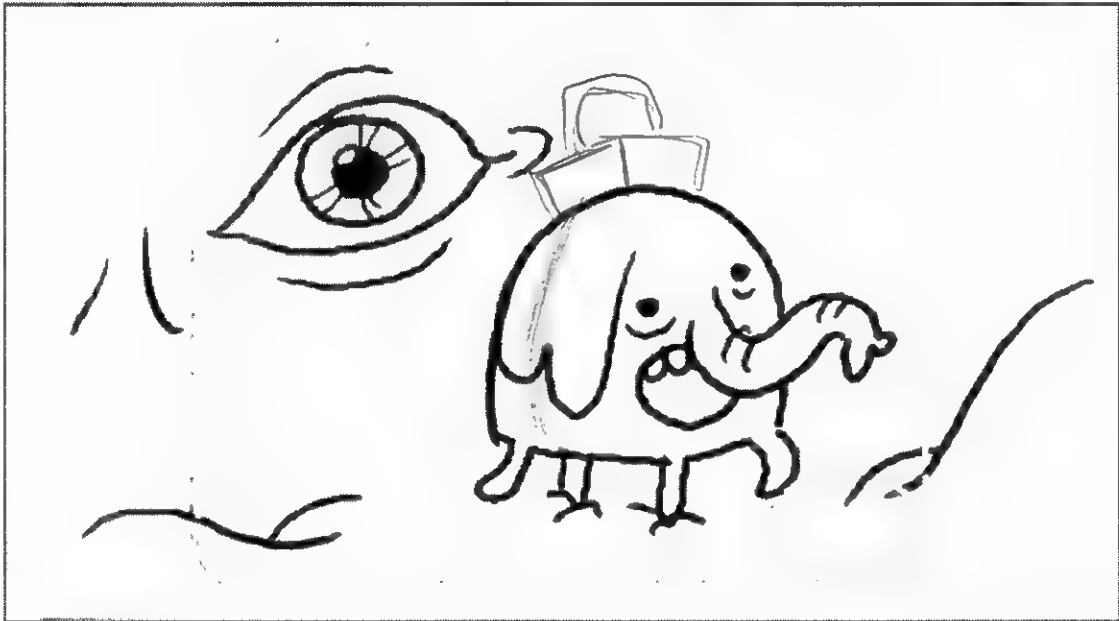
EPISODE # 692016

Production :

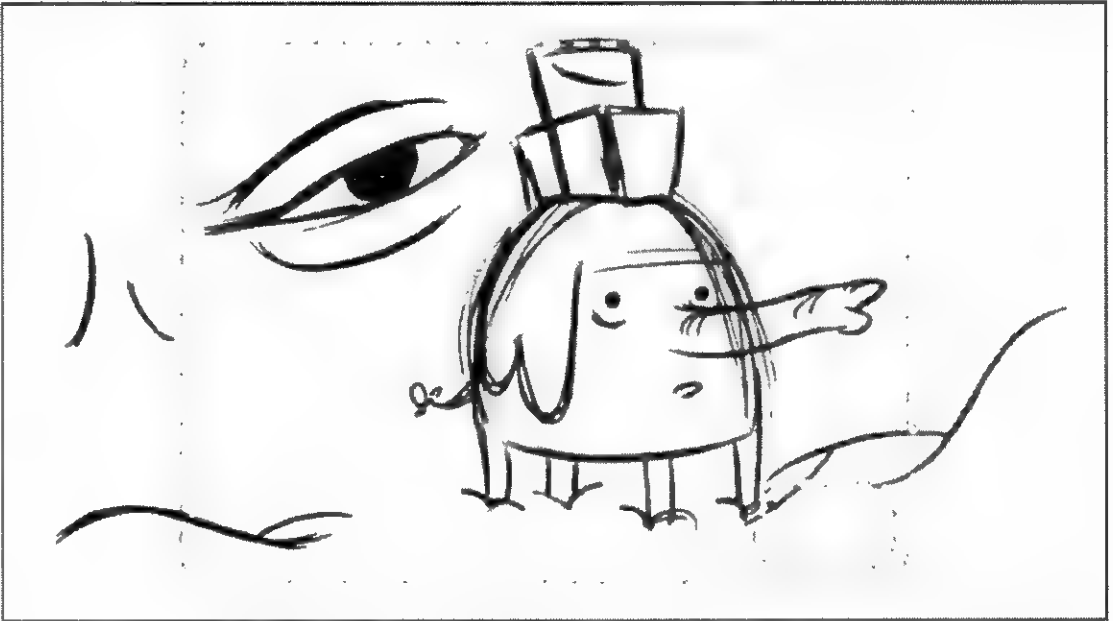
ADVENTURE TIME



Sc. 62 Pnl. E Bg. day night



Sc. 62 Pnl. F Bg. day night



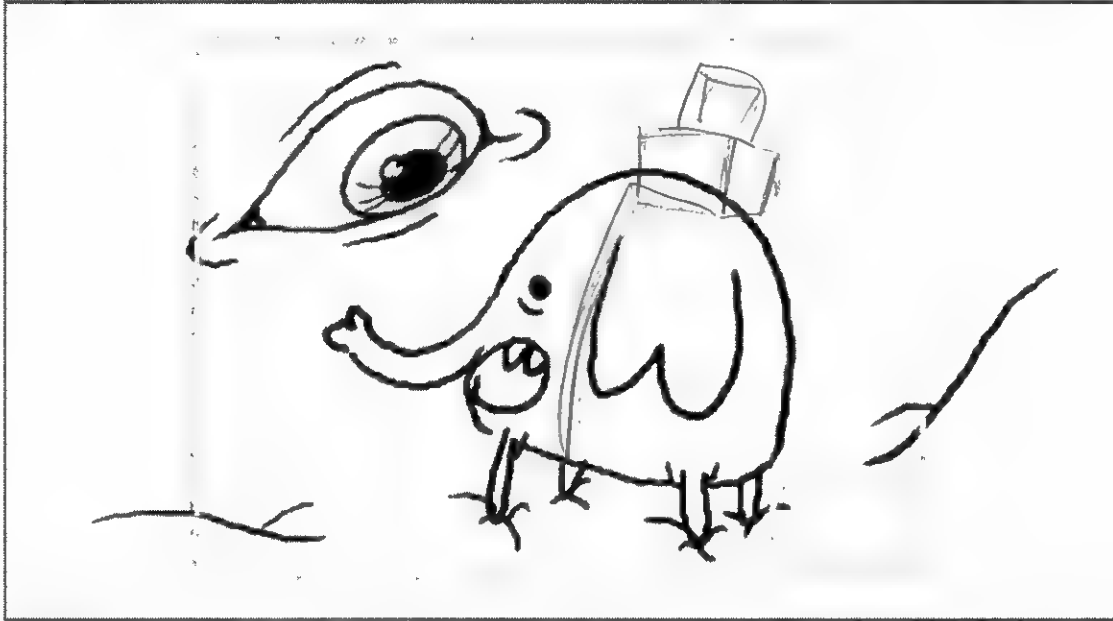
Dialog:	<p>T: it's like some Cookie Dough....</p> <p>> GRASS BLINK SOUND: (eye opens slowly)</p>
Action:	
Timing:	

EPISODE # 692016
Production :

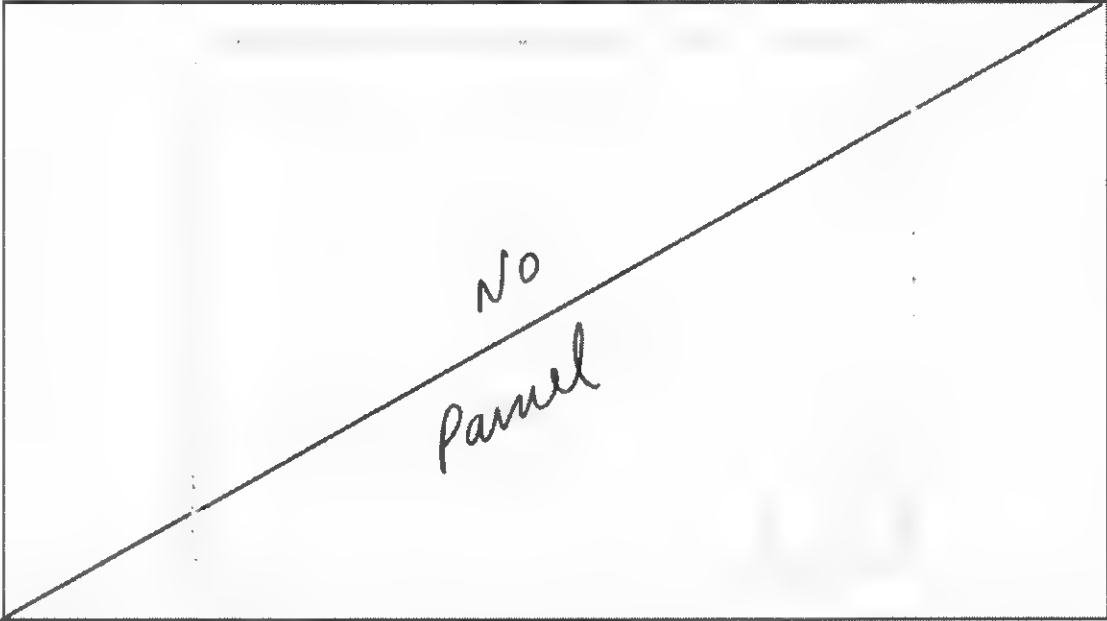
ADVENTURE TIME



Sc. 62 Pnl. G Bg. day night



Sc. Pnl. Bg. day night

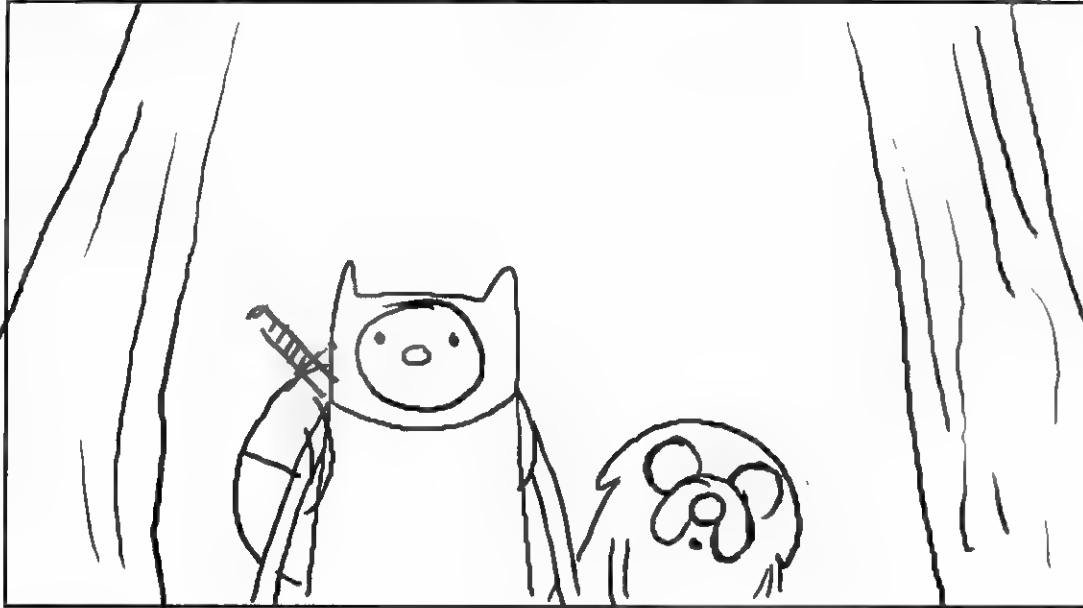


Dialog:
T: oh.. HELLO THERE..
Action:
Timing:

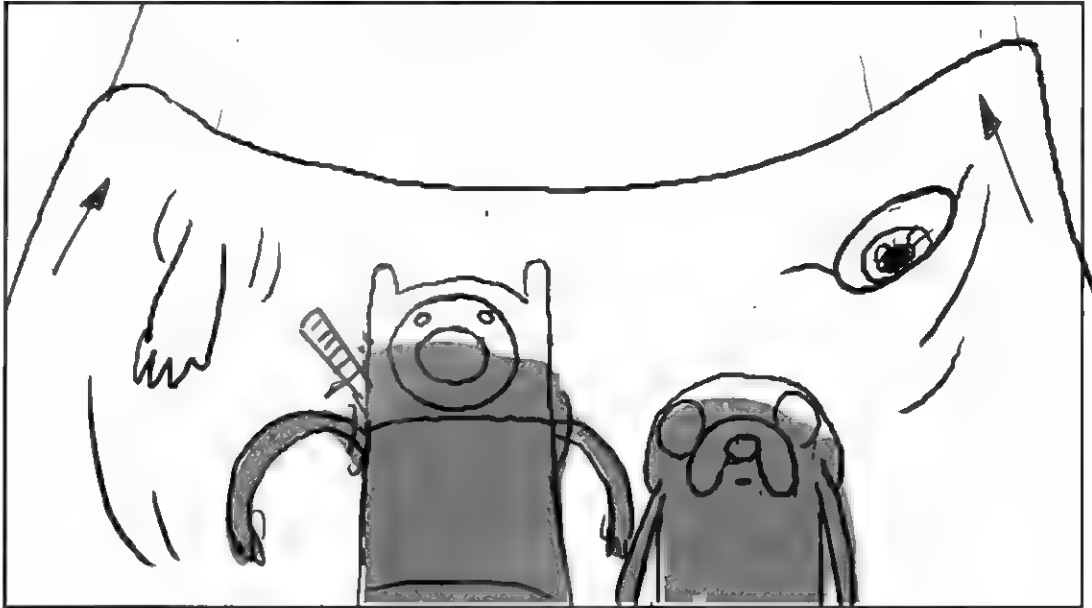
ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



Dialog:	F: Huh?	F: Tree TRUNKS!
Action:		
Timing:		

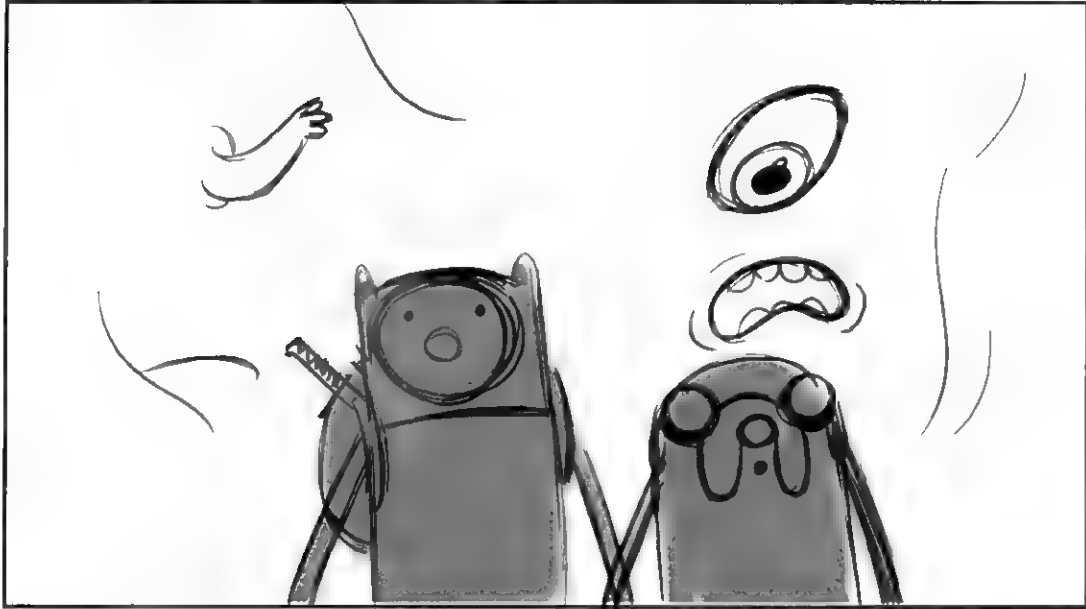
EPISODE # 692016
Production :

ADVENTURE TIME

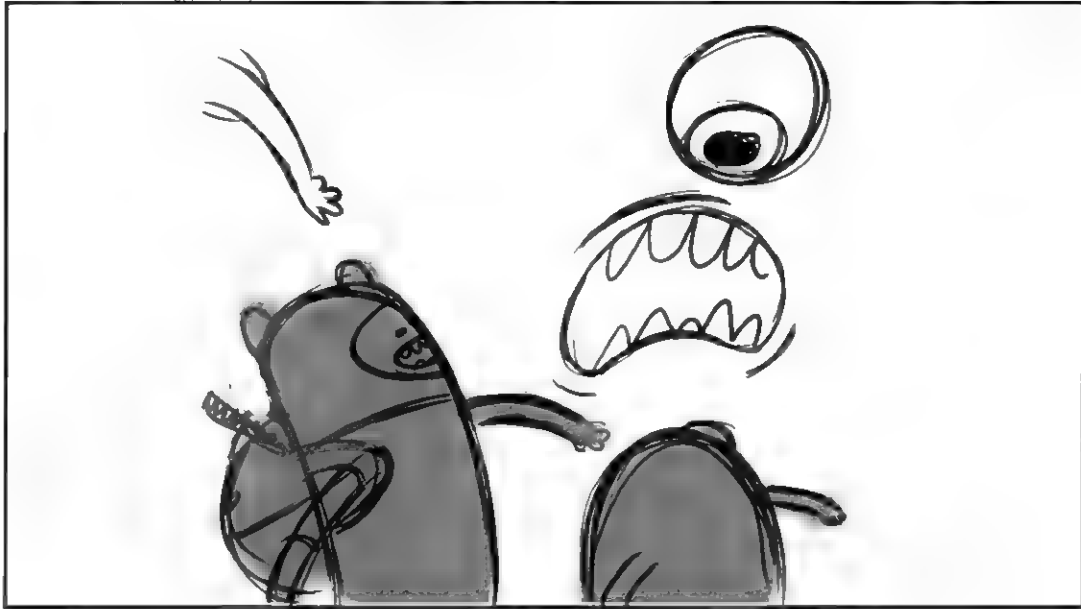


Page 76

Sc. 63 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	F: 7 THAT!	STAY AWAY FROM	F: AH!
Action:			
Timing:			

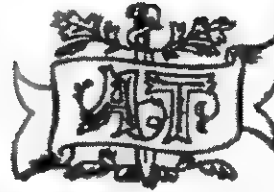
692016

EPISODE #

Production :

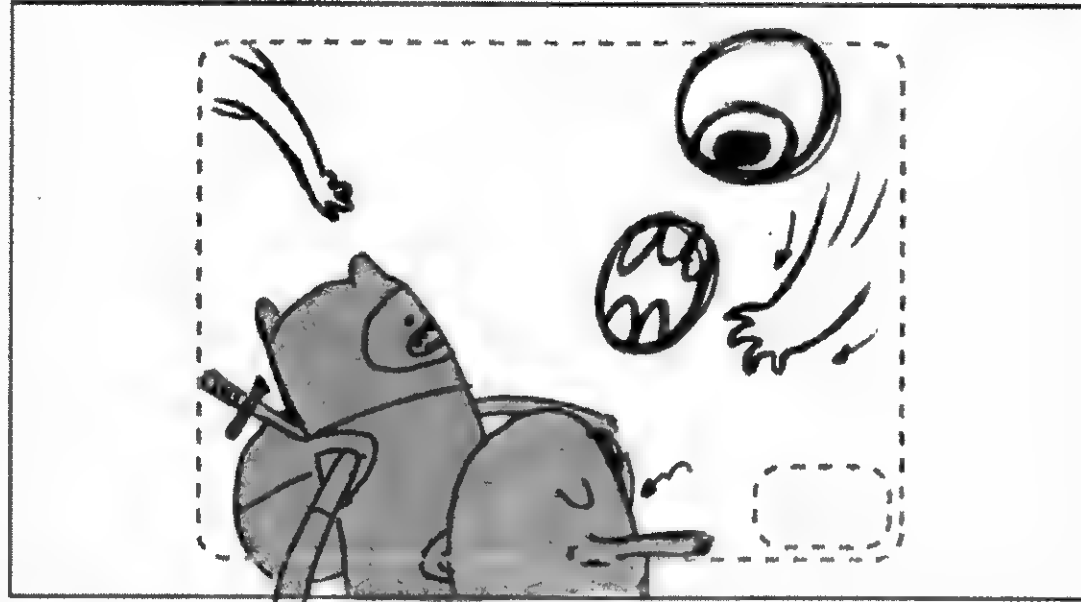
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

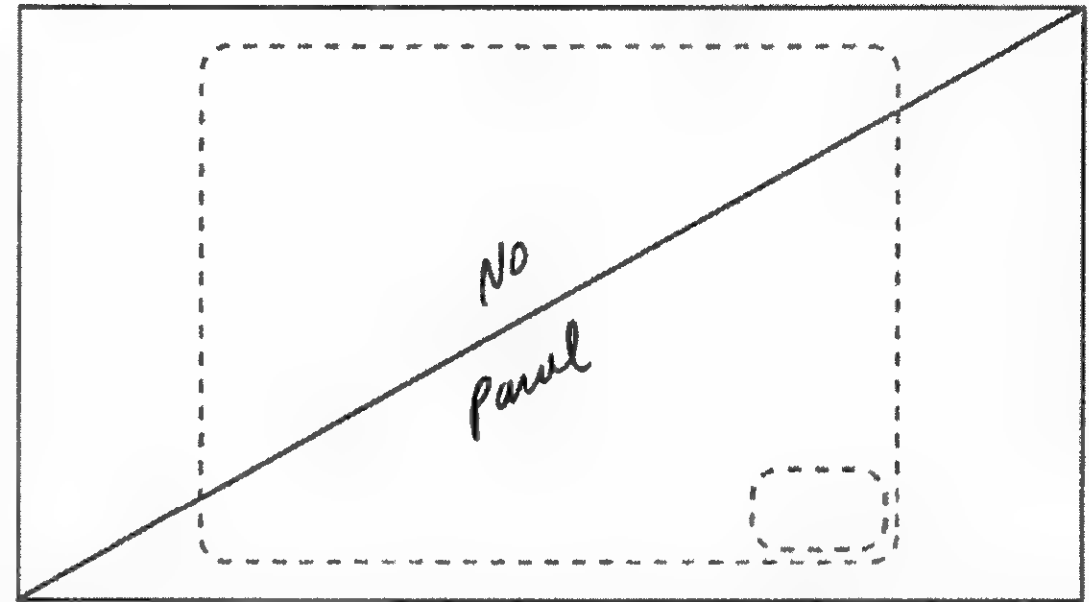


Page 77

Sc. 63 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

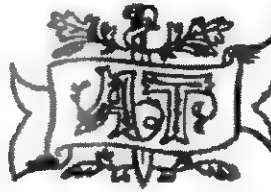
Action:

Timing:

EPISODE # 692016

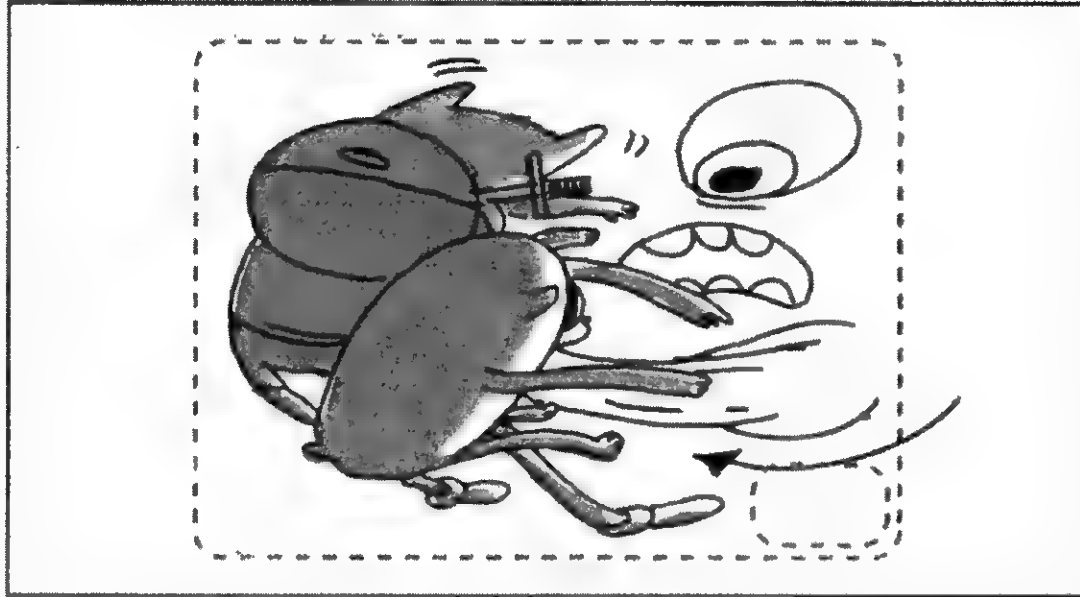
Production :

ADVENTURE TIME

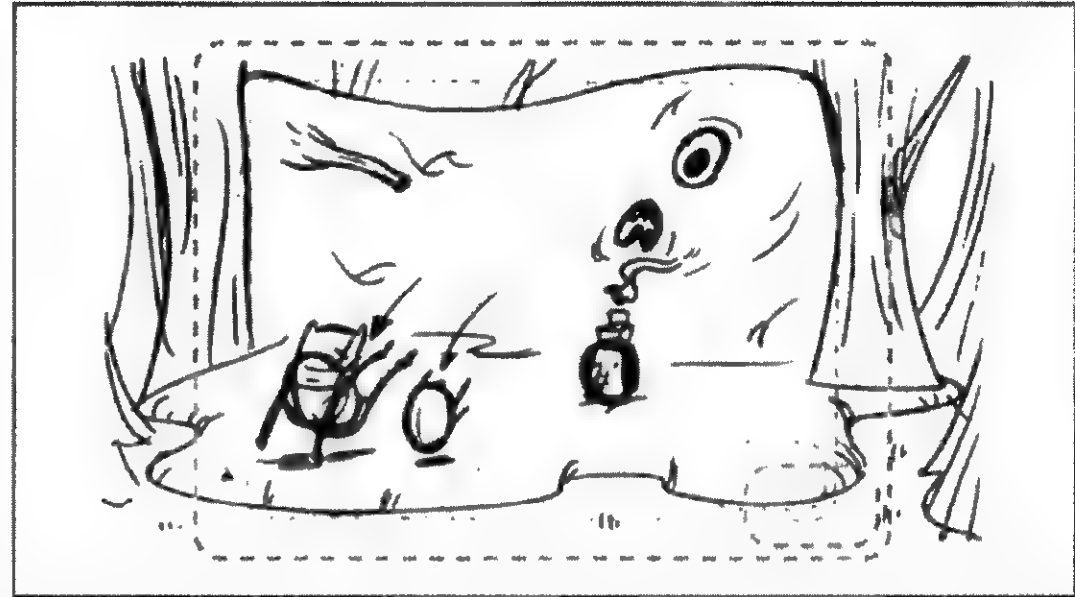


Page 78

Sc. 63 Pnl. F Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:

SFX
<SMACK!>

Action:

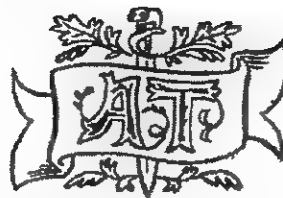
Timing:

EPISODE # 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

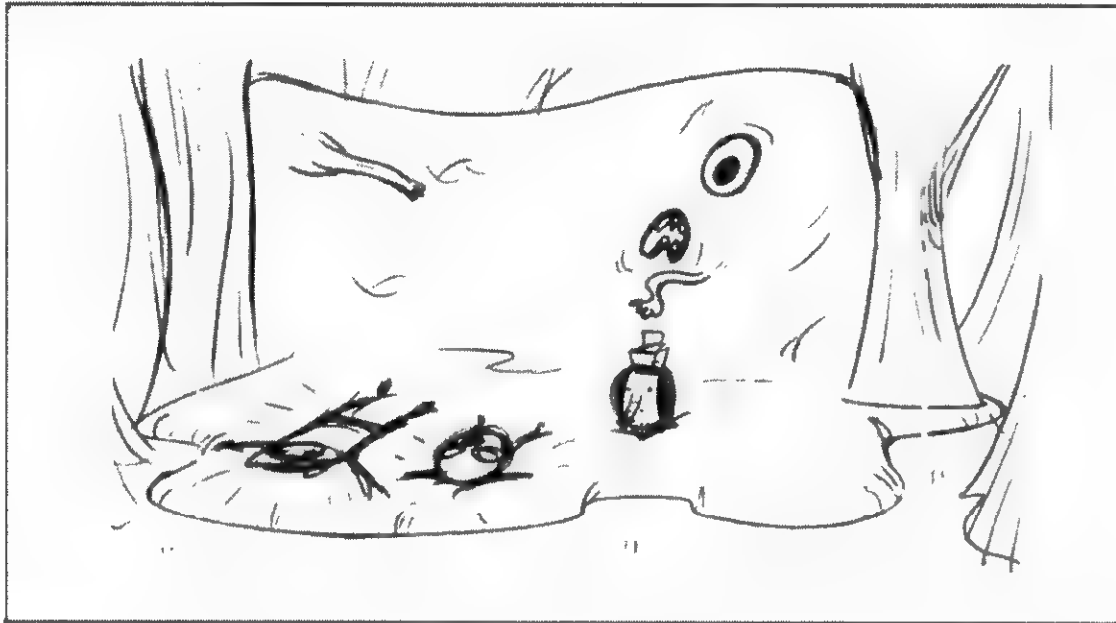


Sc. 64

Pnl. B

Bg.

day night

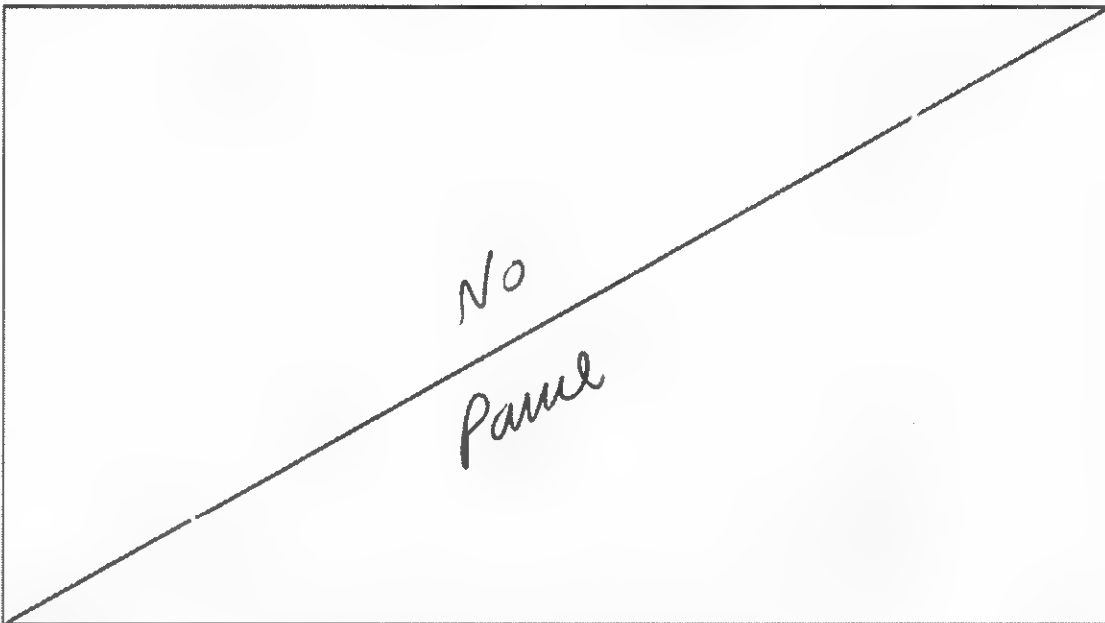


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 65

Pnl. A

Bg.

day night

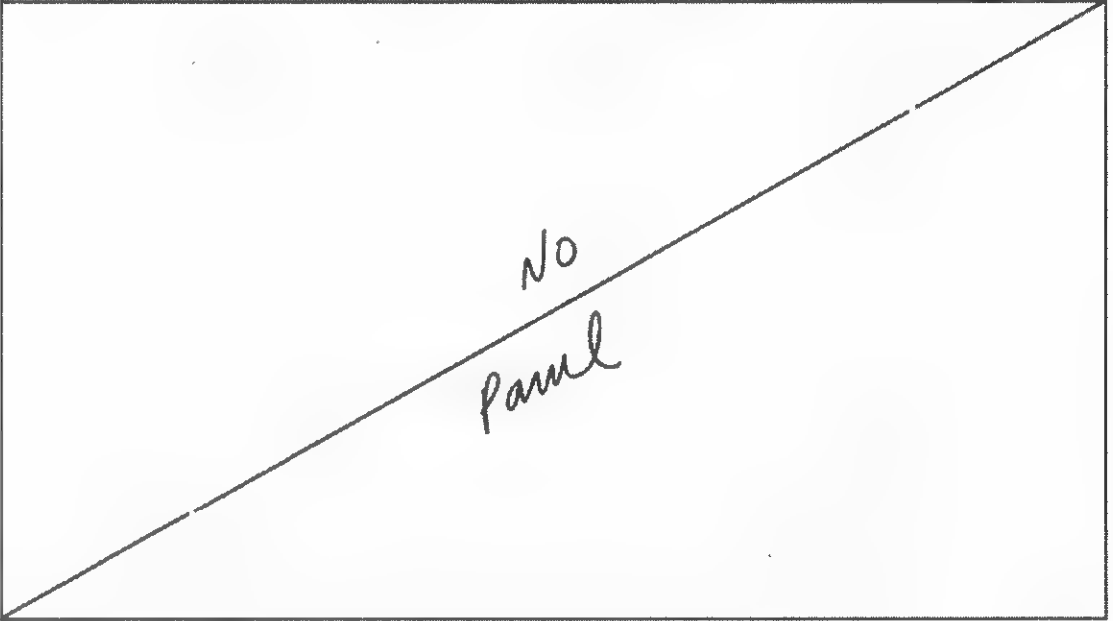


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 692016
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Applied or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 65

Pnl. B

Bg.

day night



Sc. 65

Pnl. C

Bg.

day night



Dialog:

F: You're gonna get it,
wall of flesh!

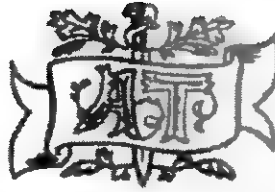
Action:

Timing:

EPISODE # 692016

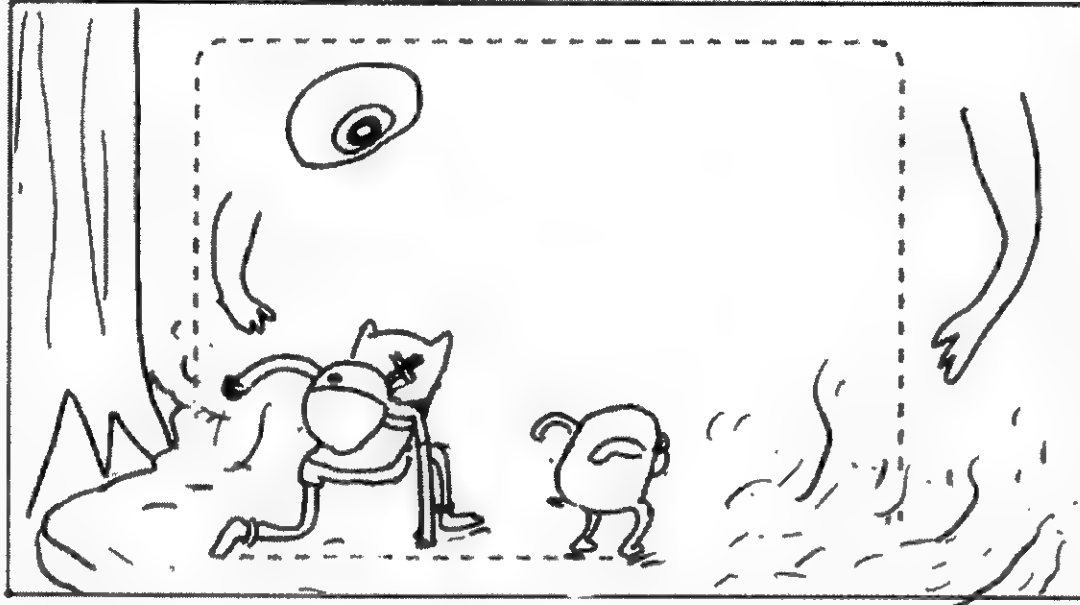
Production :

ADVENTURE TIME

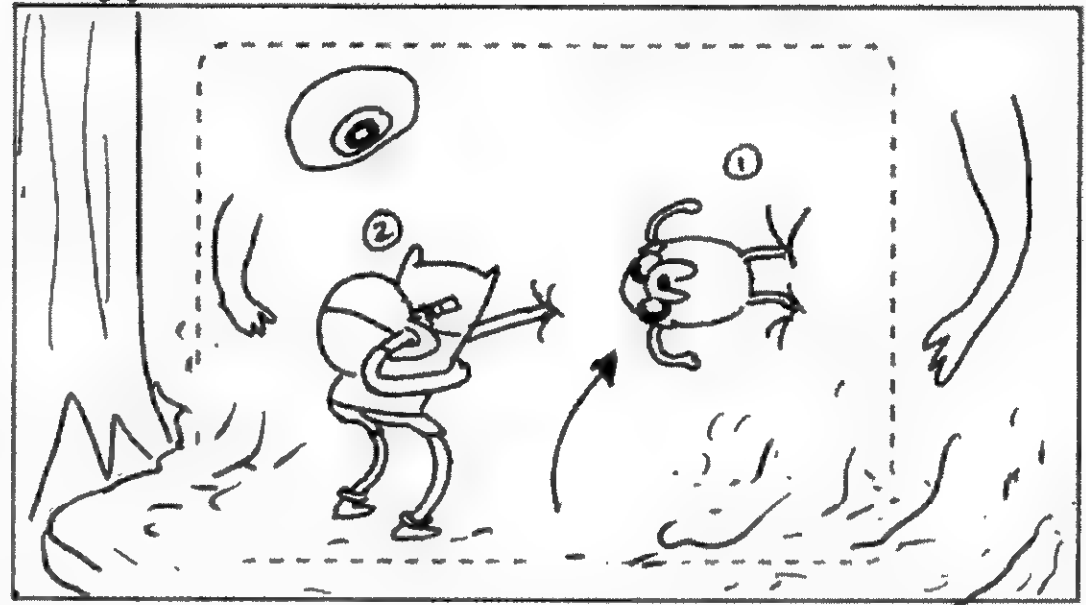


Page 82

Sc. 66 Pnl. A Bg. day night



Sc. 66 Pnl. B Bg. day night



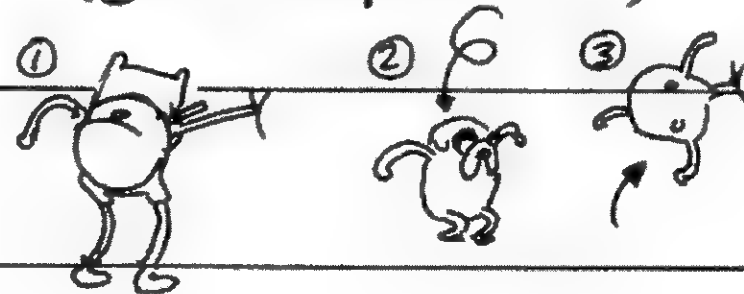
Dialog:

F: Ya! Ya! Ya! Ya!
(Finn punches)

Action:

(Jake drop kicks)

Timing:



EPISODE # 692016

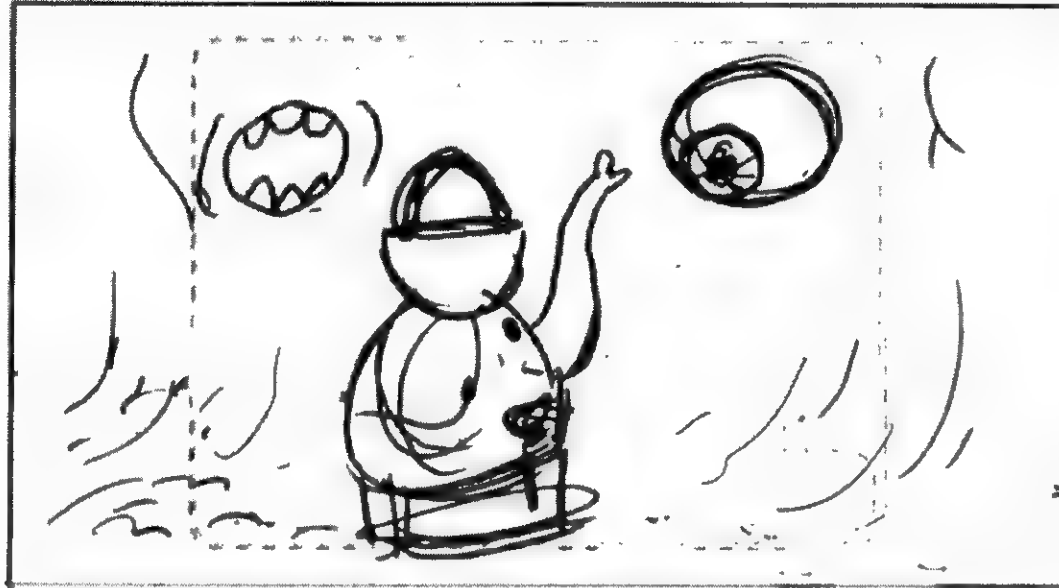
Production :

ADVENTURE TIME

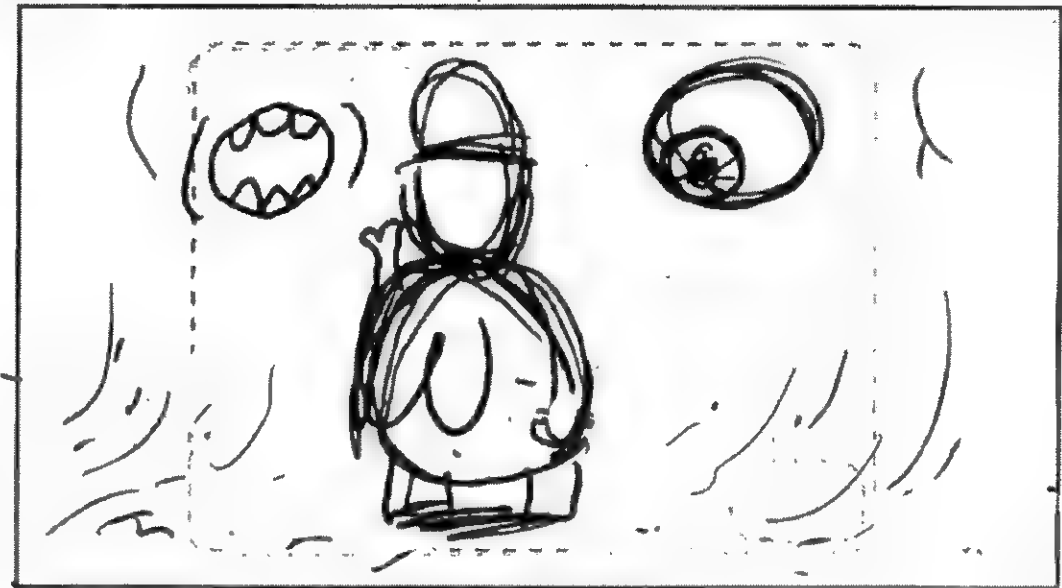


Page 93

Sc. 67 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog	TT: an eye...	TT: and a mouth...
Action:		
Timing:		

EPISODE# 692016

Production :

ADVENTURE TIME



NO P685

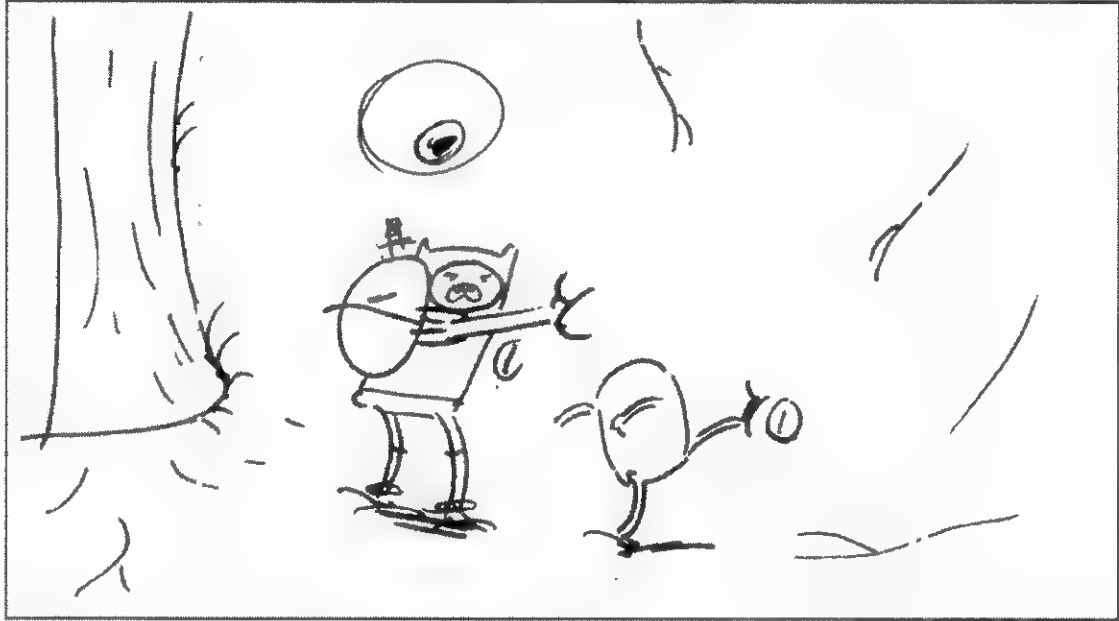
Page 84

Sc. 68

Pnl. A

Bg.

day night

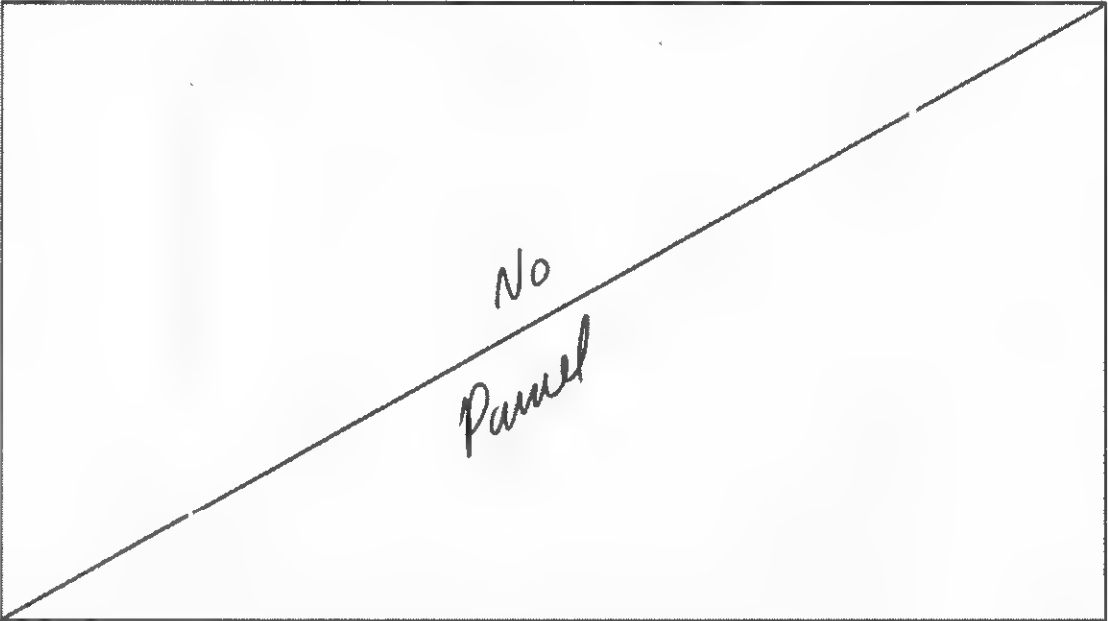


Sc.

Pnl.

Bg.

day night



Dialog:	F: CAREFUL TREE TRUNKS! THIS THING IS EVIL!
Action:	
Timing:	

EPISODE # 692016

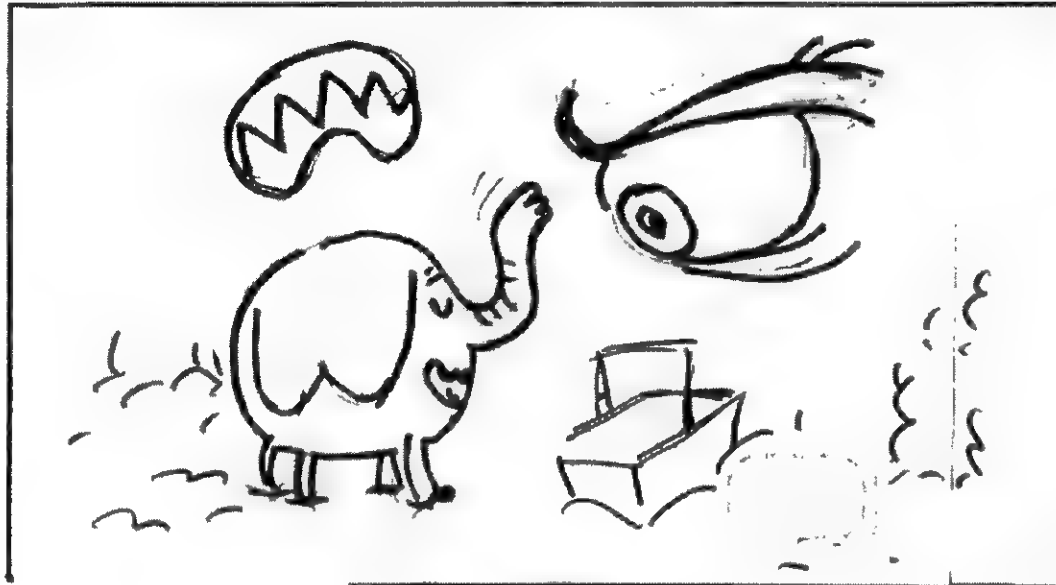
Production :

ADVENTURE TIME

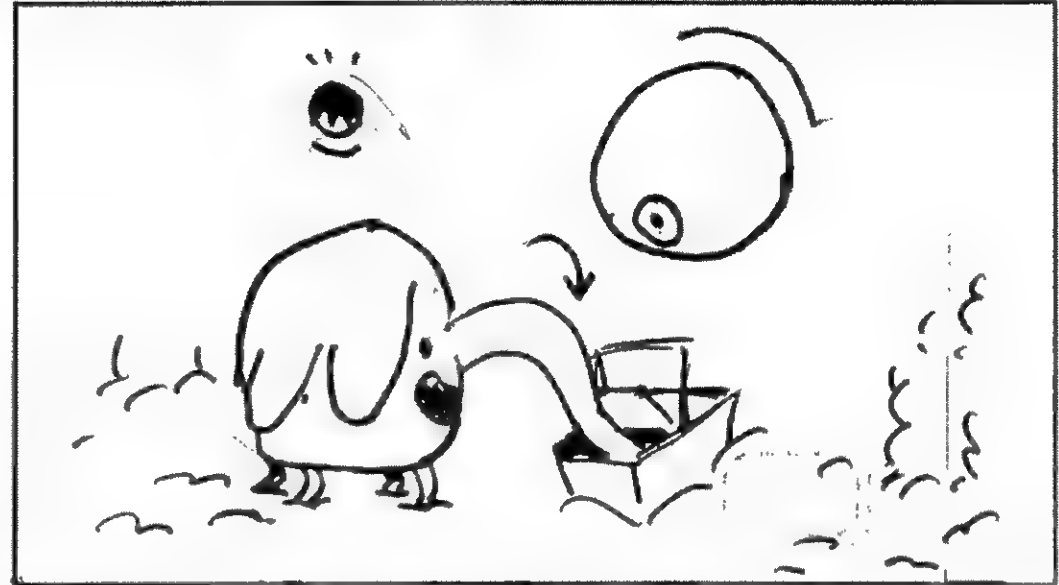


(No 14 351)
Page 96

Sc. 69 Pnl. C Bg. day night



Sc. D Pnl. D Bg. day night



(TT) well I
think I
got...

~~why~~

(TT) ...The perfect thing
for him or her...

Timing:

EPISODE# 692016

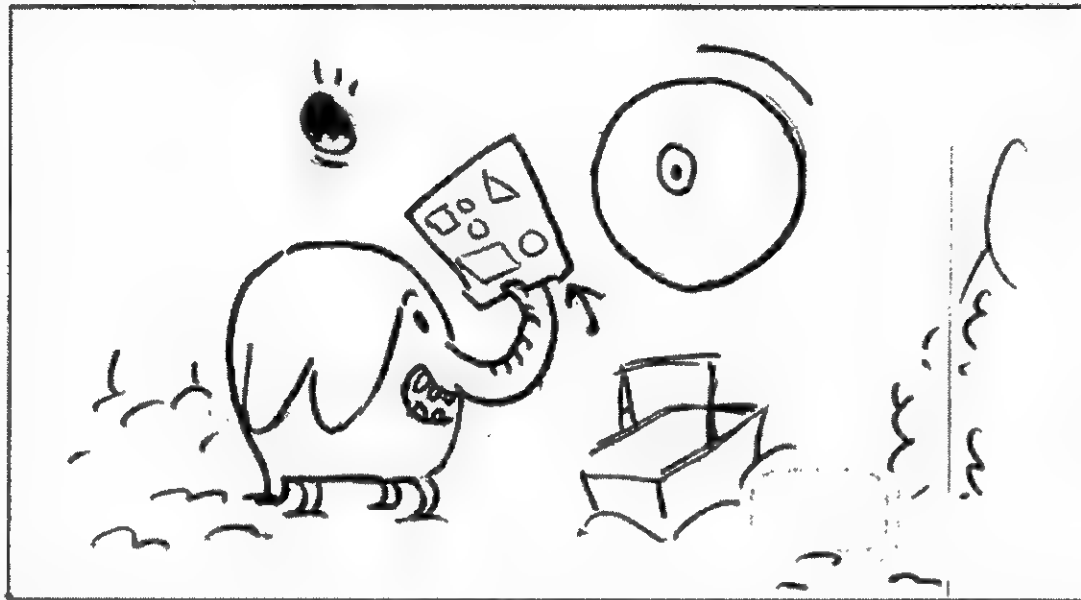
Production :

ADVENTURE TIME

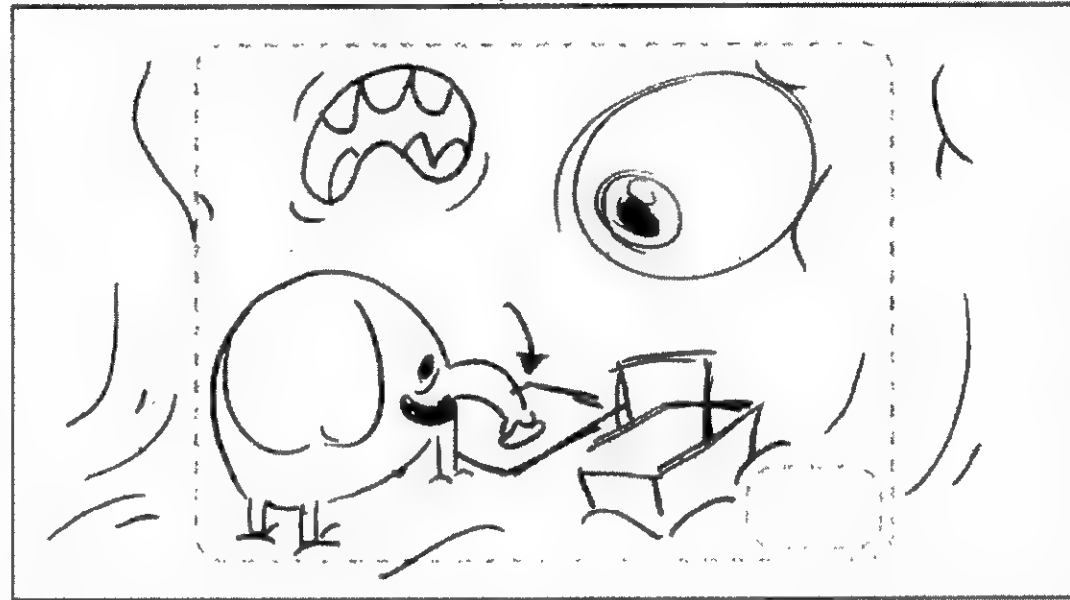


Page 87

Sc. 69 Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog:

Tt: Stickers

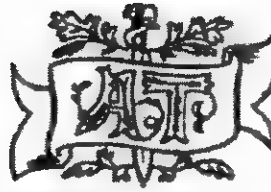
Action:

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



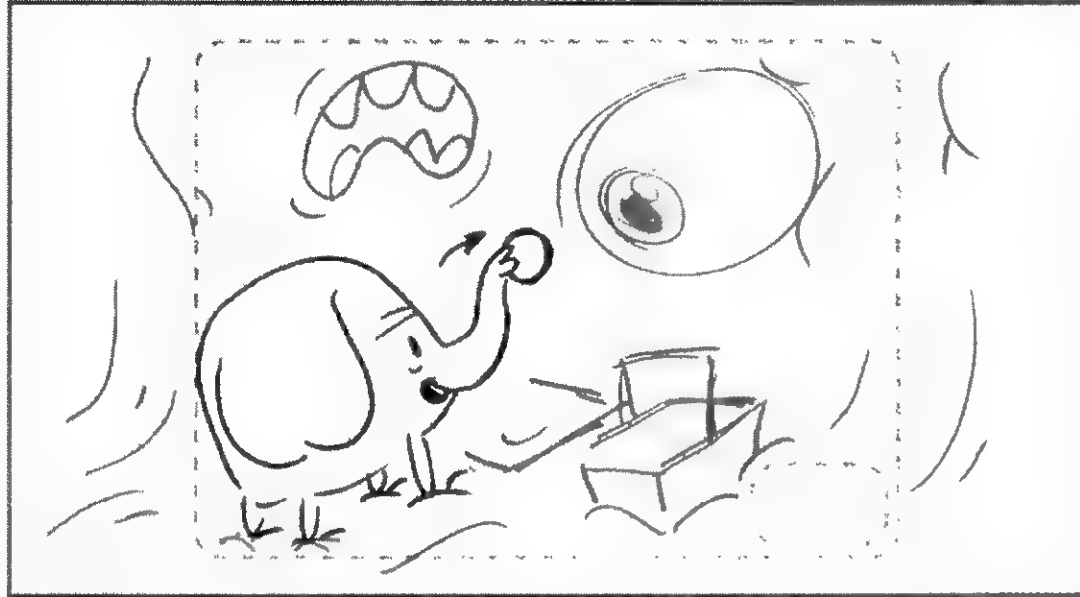
Page **98**

Sc. **69**

Pnl. **G**

Bg.

day night

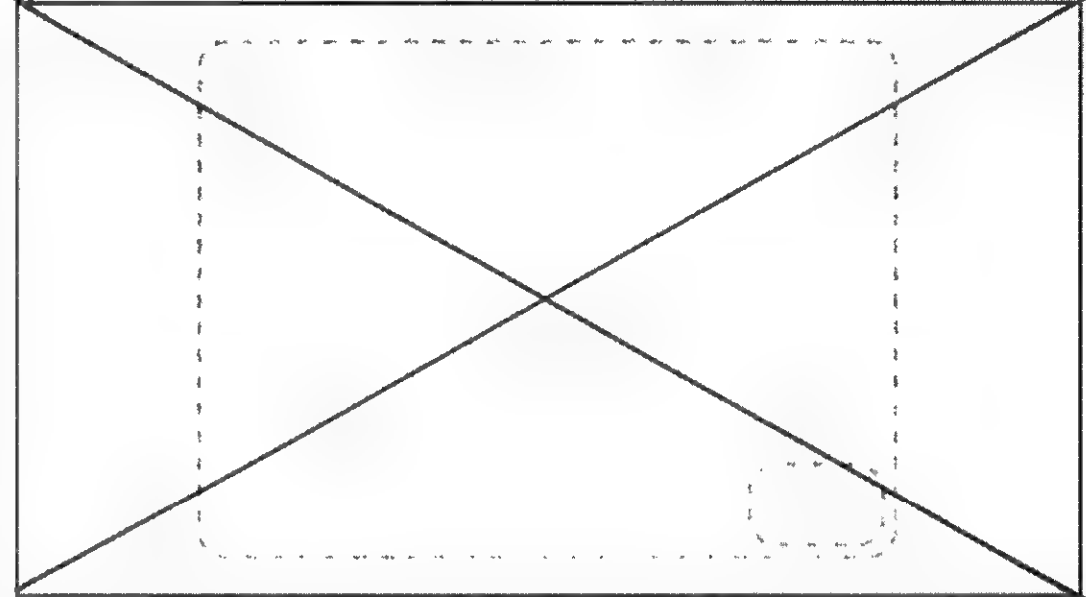


Sc.

Pnl.

Bg.

day night



Dialog:

TT: HERE'S A RAINBOW SNICKER

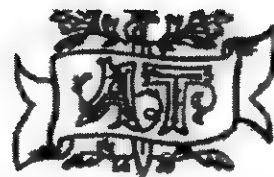
Action:

Timing:

EPISODE # **692018**

Production :

ADVENTURE TIME



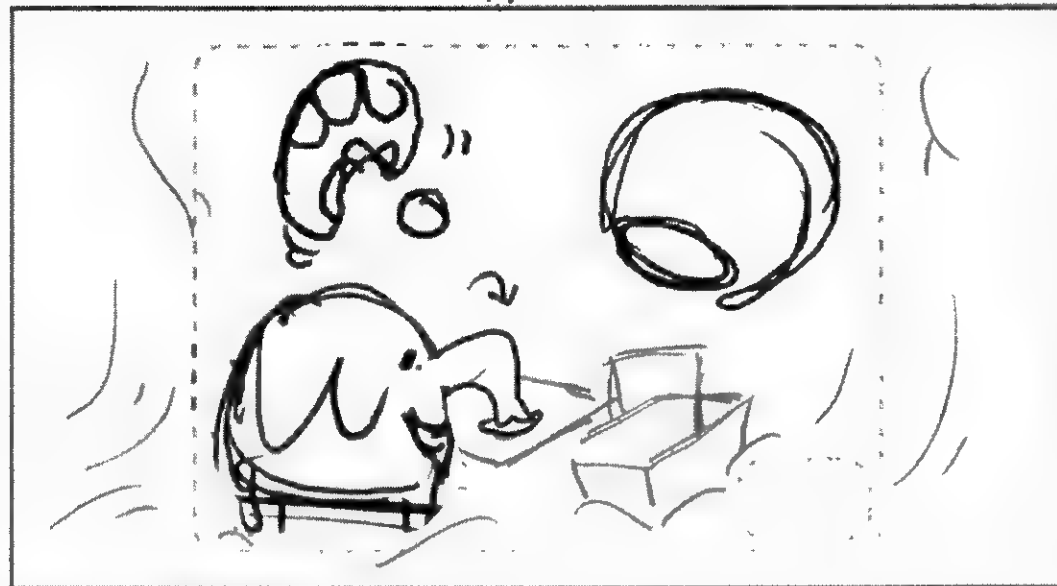
Page 89

Sc. 69

Pnl. H

Bg.

day night

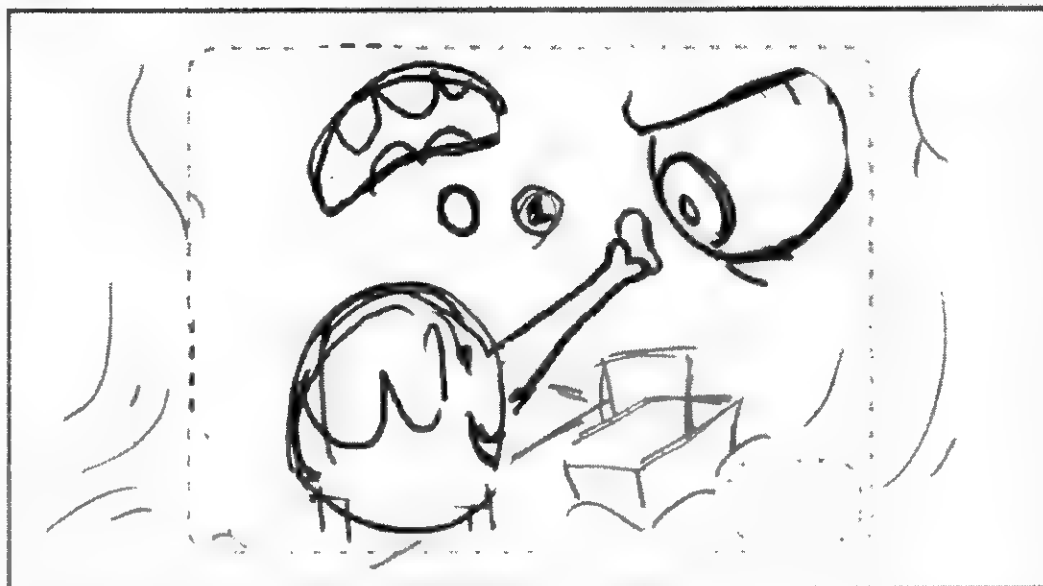


Sc.

Pnl. I

Bg.

day night



Dialog:

AND HERE'S A STRAIGHT &
SNIFF STICKER.

(TT) which

smells like a pickle

Action:

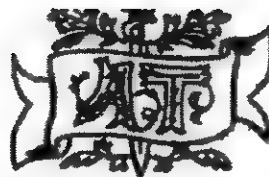
Timing:



EPISODE # 692016

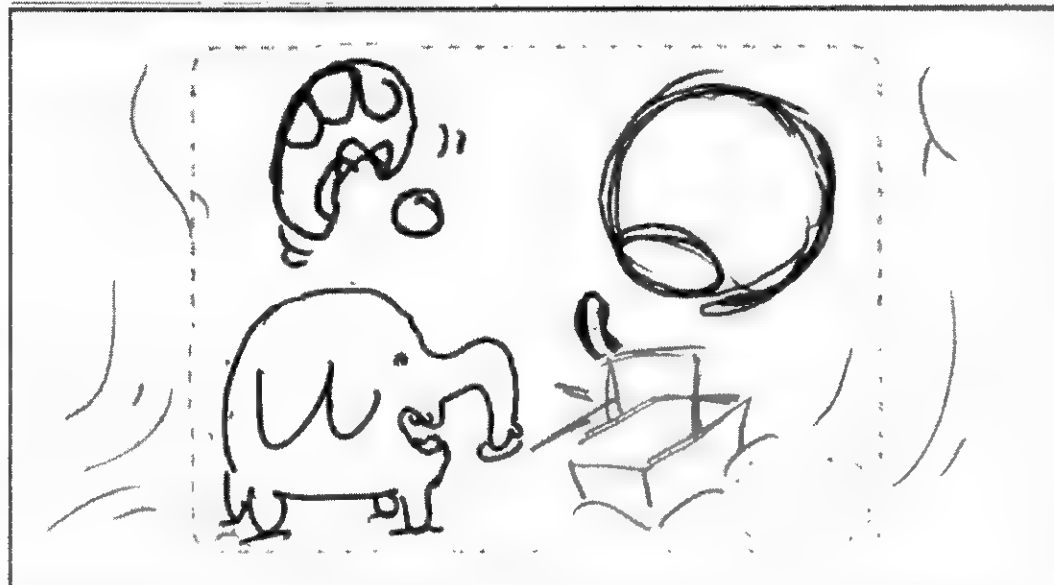
Production :

ADVENTURE TIME

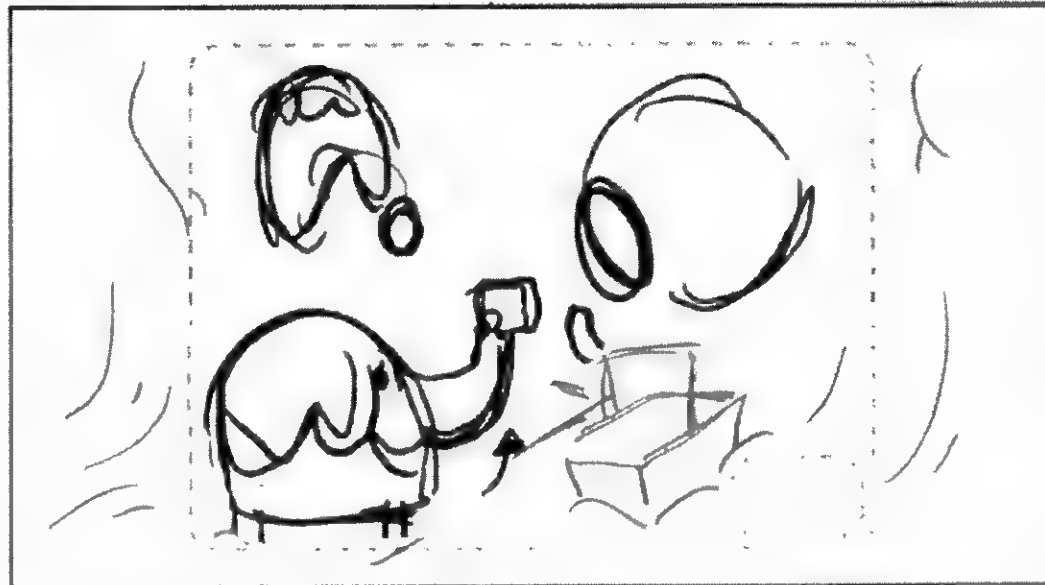


Page 90

Sc. 69 Pnl. J Bg. day night



Sc. Pnl. K Bg. day night



Dialog:

TT: Oh...

TT: and this one's a holographic Unicorn...

Action:

Timing:

EPISODE # 692016

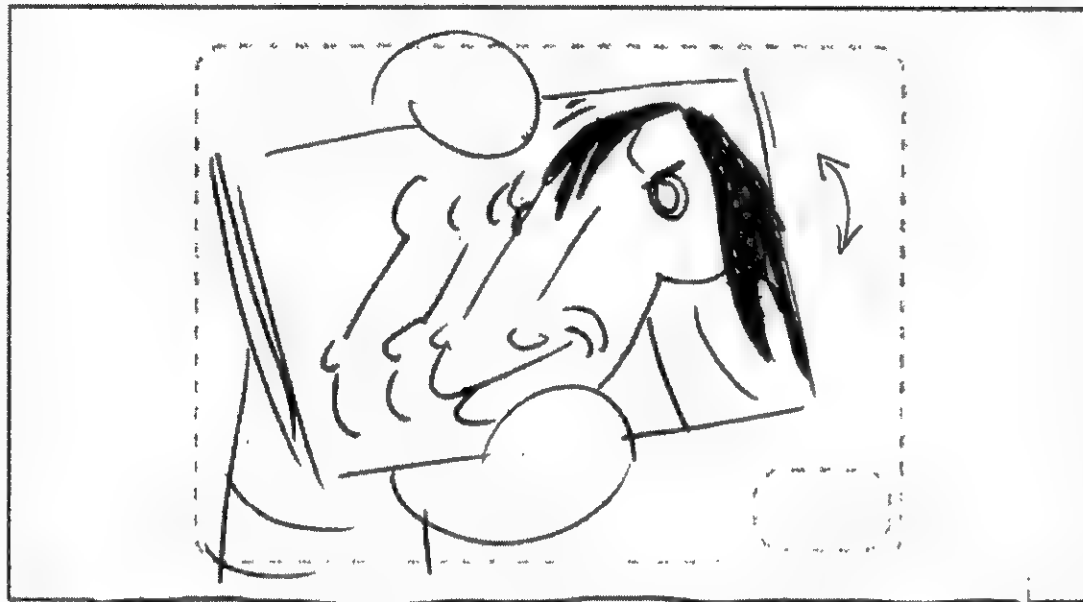
Production :

ADVENTURE TIME

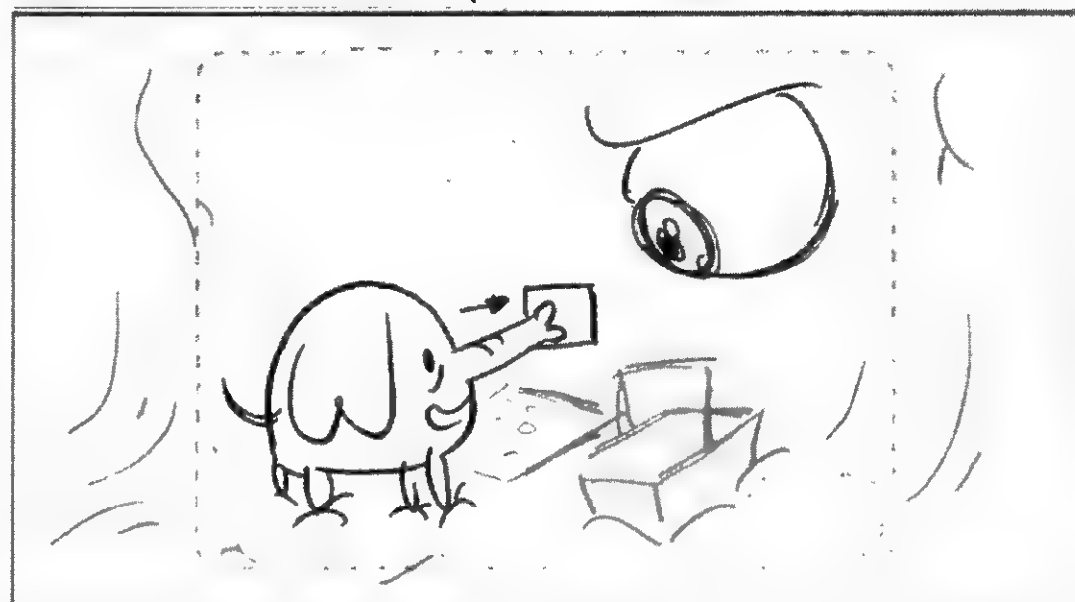


Page 92

Sc. 72 Pnl. A Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog

TT: But it doesn't have
a horn...

Action:

(cheesy Holographic Unicorn
Sticker Effect)

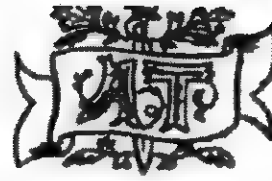
H sticks unicorn sticker on wall
of flesh.

Timing:

EPISODE # 692016

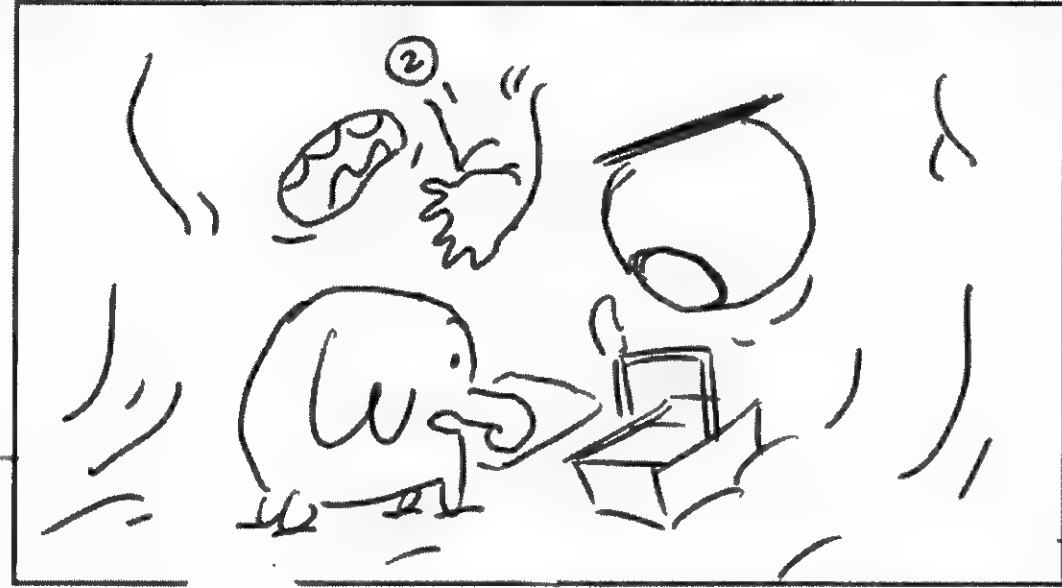
Production :

ADVENTURE TIME

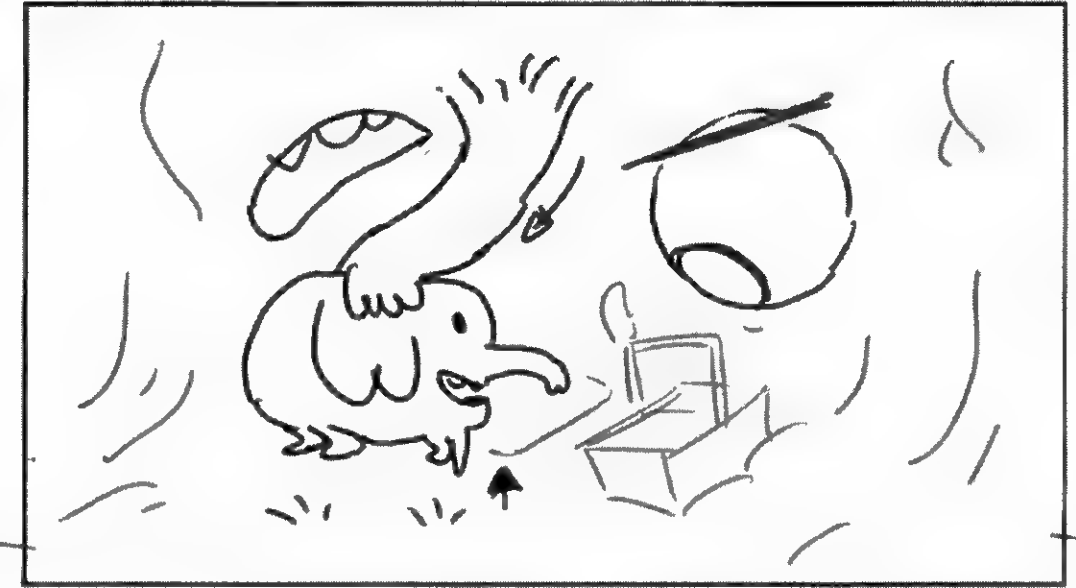


Page 93


Sc. 73 Pnl. B Bg. day night



Sc. C Pnl. C Bg. day night



EPISODE# 692016

Dialog:  (TT) Hmm...

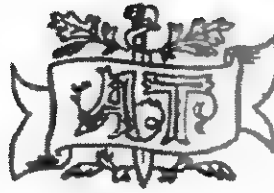
Act:

Timing:

(TT) oh? now what you doing?

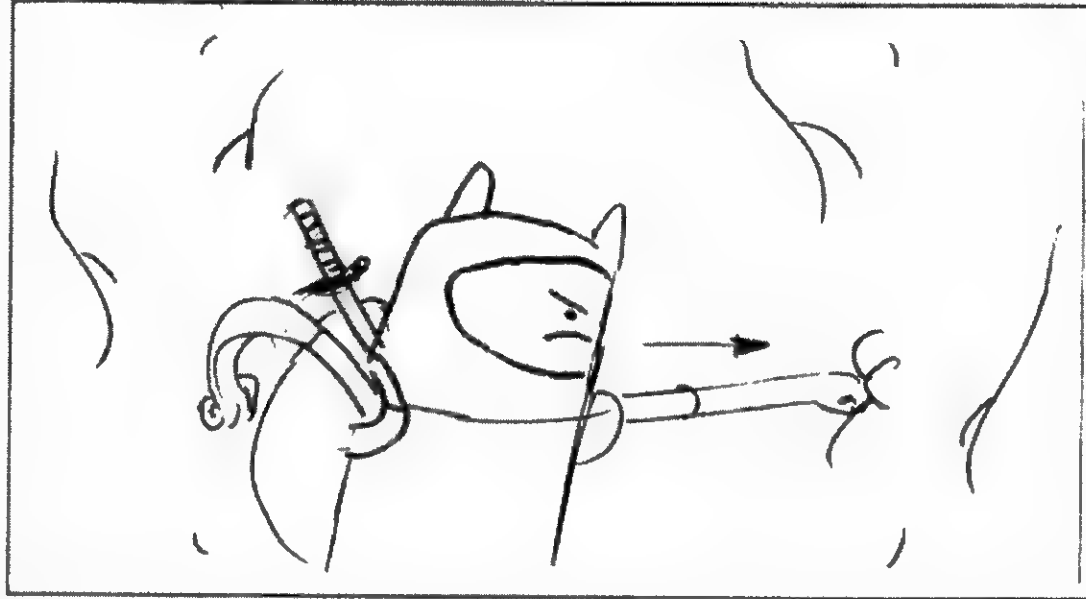
Production :

ADVENTURE TIME

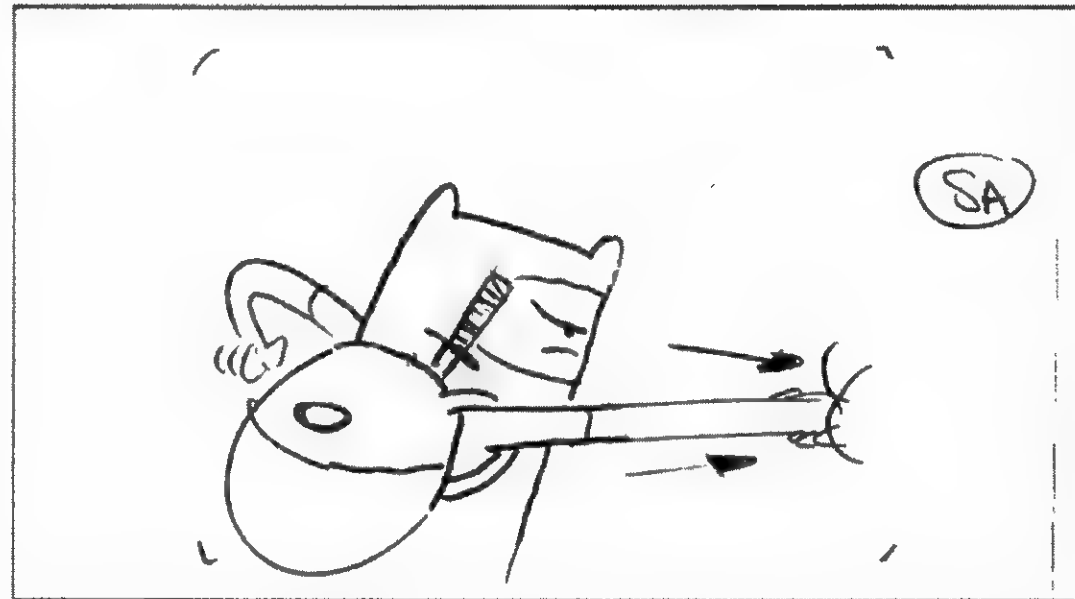


Page 94

Sc. 74 Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog:
Action:
Timing:

EPISODE # 692016

Production :

© 2009 Twentieth Century Fox Film Corporation. All rights reserved. This material is the property of Twentieth Century Fox Film Corporation. No part of this material may be reproduced without the written permission of Twentieth Century Fox Film Corporation.

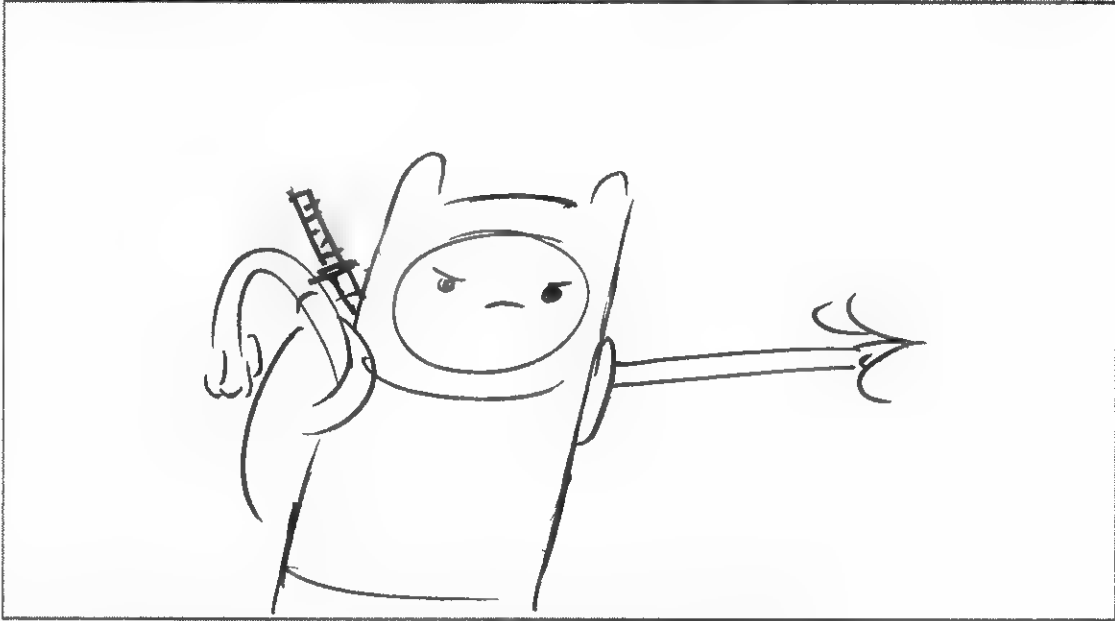
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

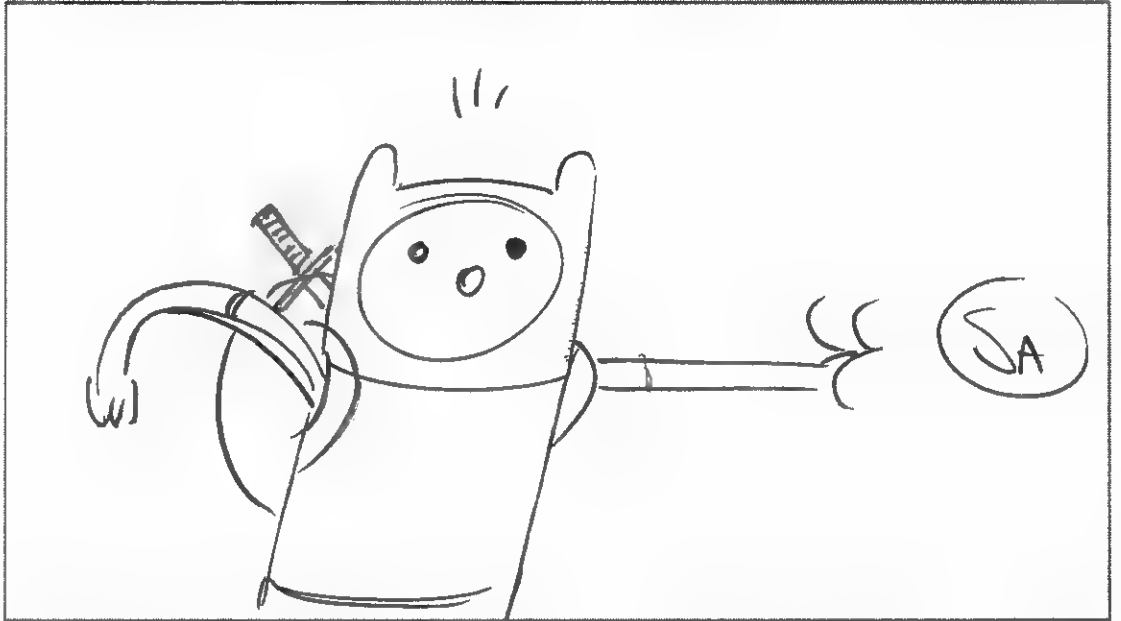


Page 95

Sc. 74 Pnl. F Bg. day night



Sc. 75 Pnl. G Bg. day night



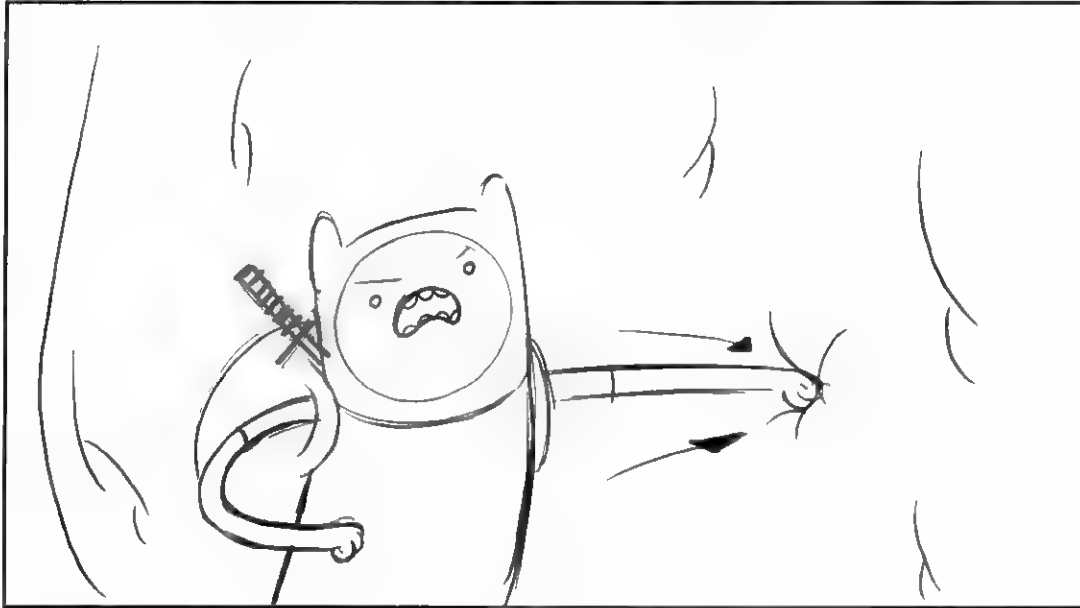
Dialog:
Action:
Timing:

EPISODE # 692016
Production :

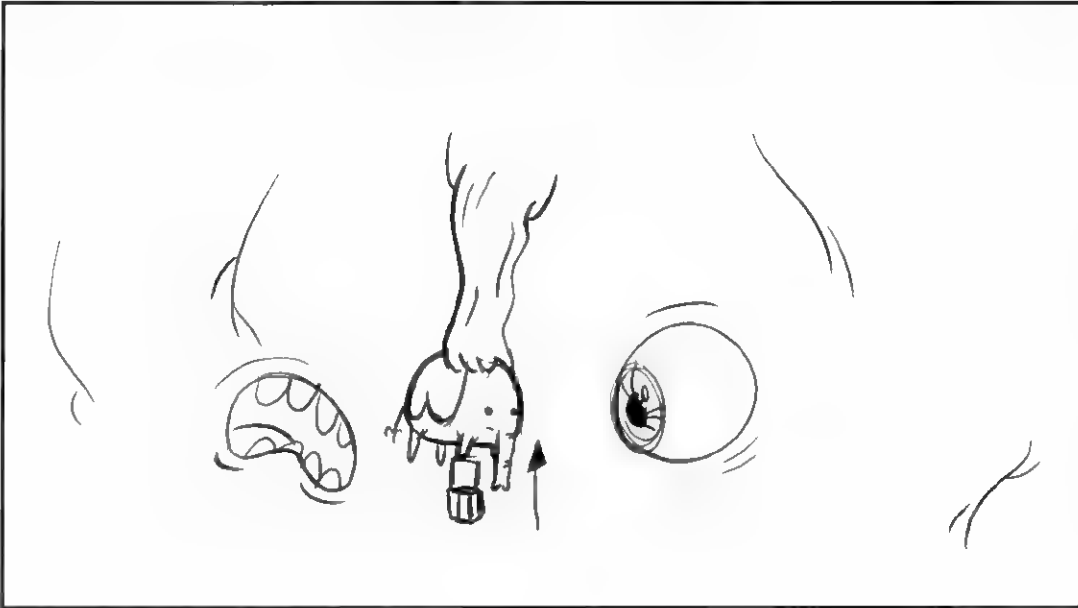
ADVENTURE TIME



Sc. 74 Pnl. H Bg. day night



Sc. 75 Pnl. A Bg. day night



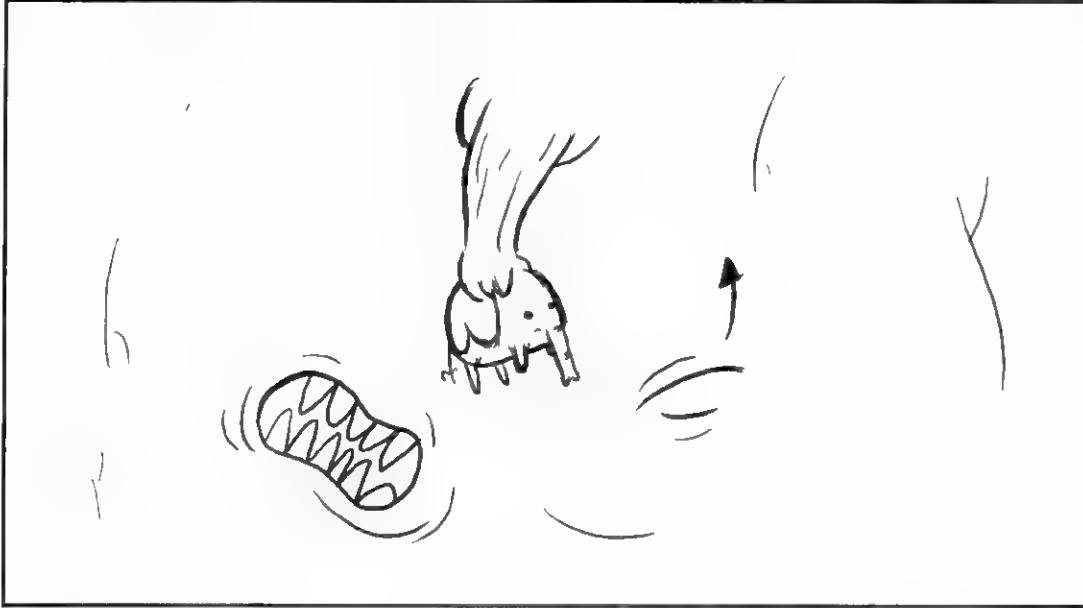
Dialog:
It: tree TRUNKS!
Action:
Timing:

EPISODE # 692016
Production :

ADVENTURE TIME



Sc. 74 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 75

Pnl. D

Bg.

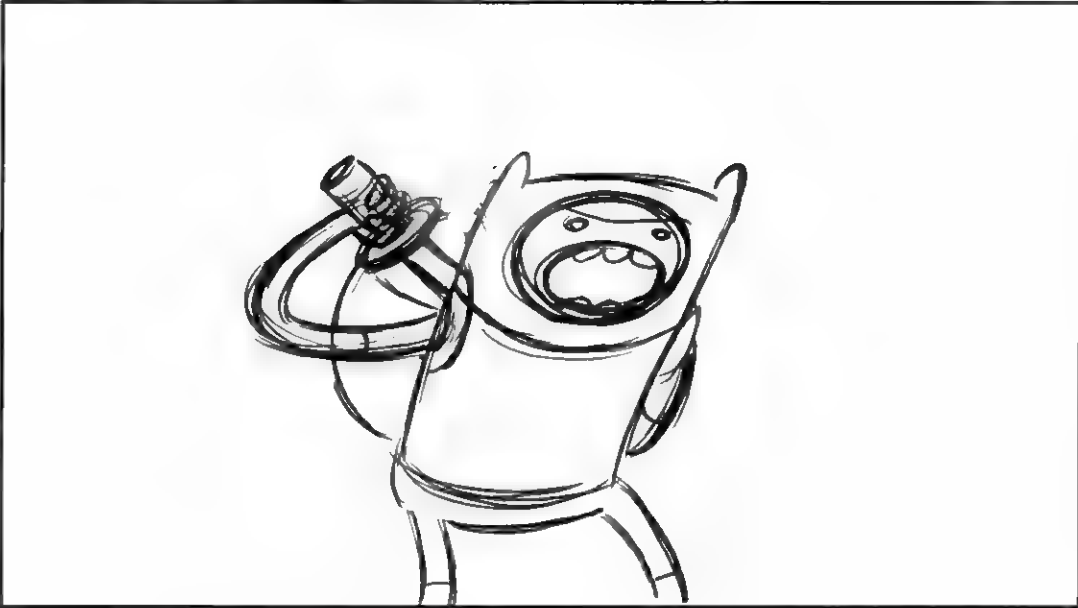
day night

Sc. 76

Pnl. 6

Bg.

day night



Dialog:

f. HAA!

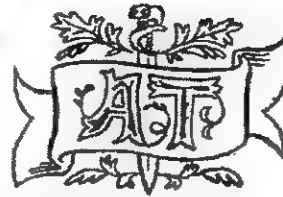
Action:

Timing:

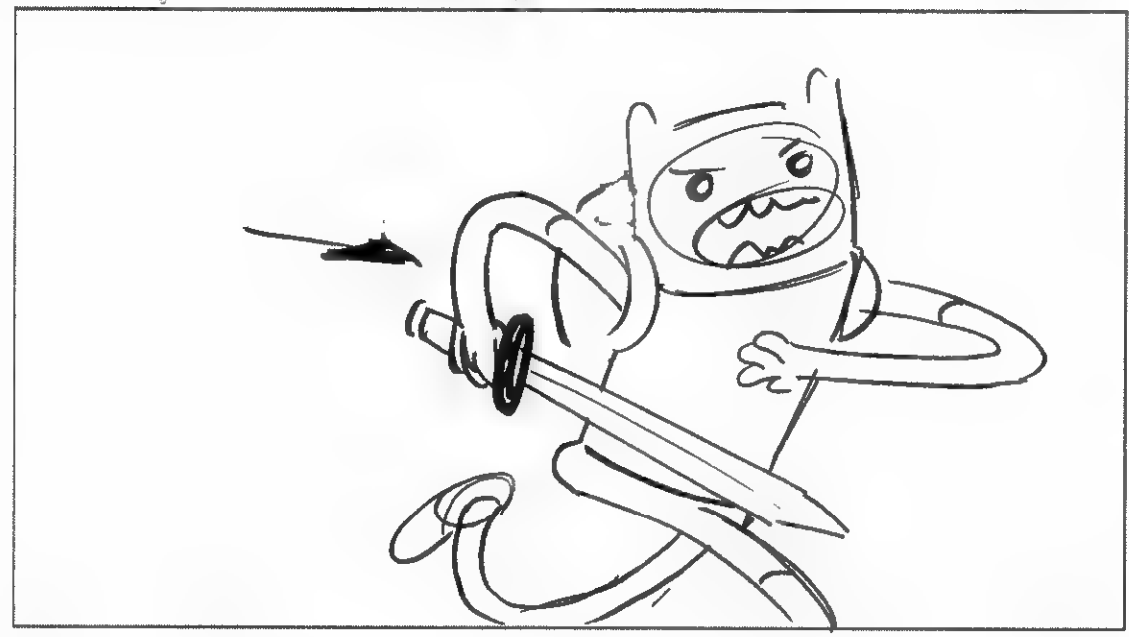
EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 76 Pnl. 1 Bg. day night



Sc. 77 Pnl. A Bg. day night



Dialog:	<u>f: HAA !</u>
Action:	
Timing:	

EPISODE # 692016
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



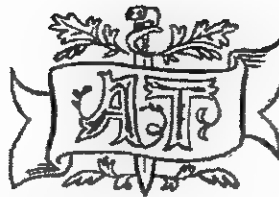
Sc. 77 Pnl. 3 Bg. day night

Sc. 75 Pnl. A Bg. day night

Dialog:
Action:
Timing:

EPISODE # 692016
Production :

ADVENTURE TIME



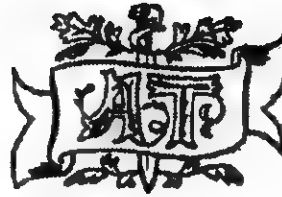
Sc. 78 Pnl. 3 Bg. day night

Sc. Pnl. Bg. day night

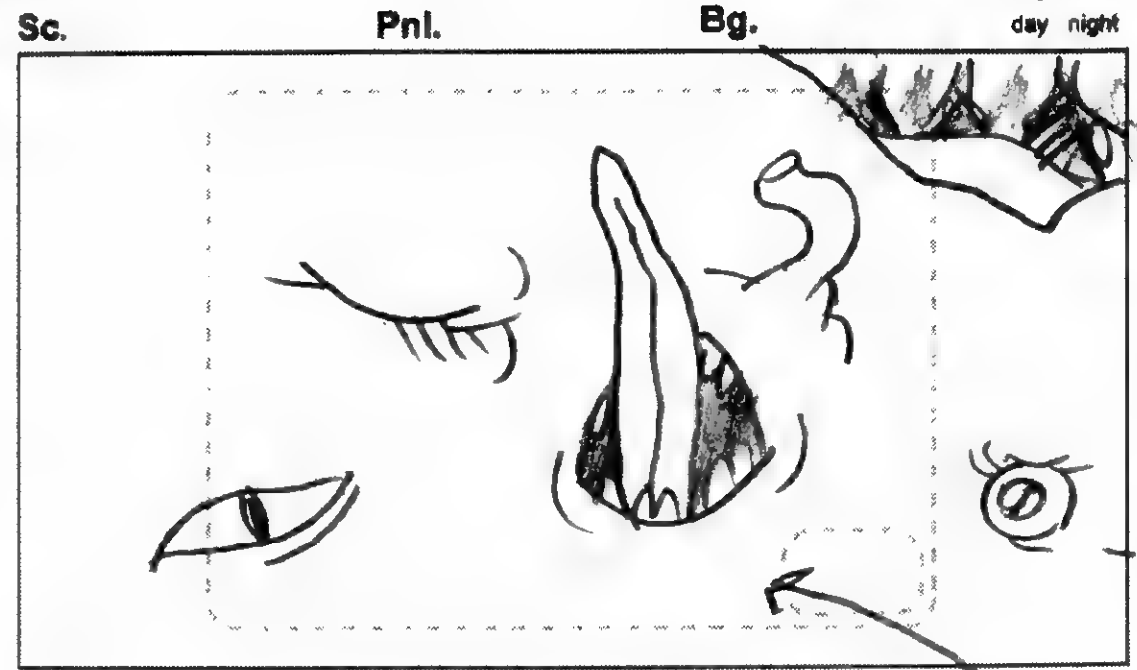
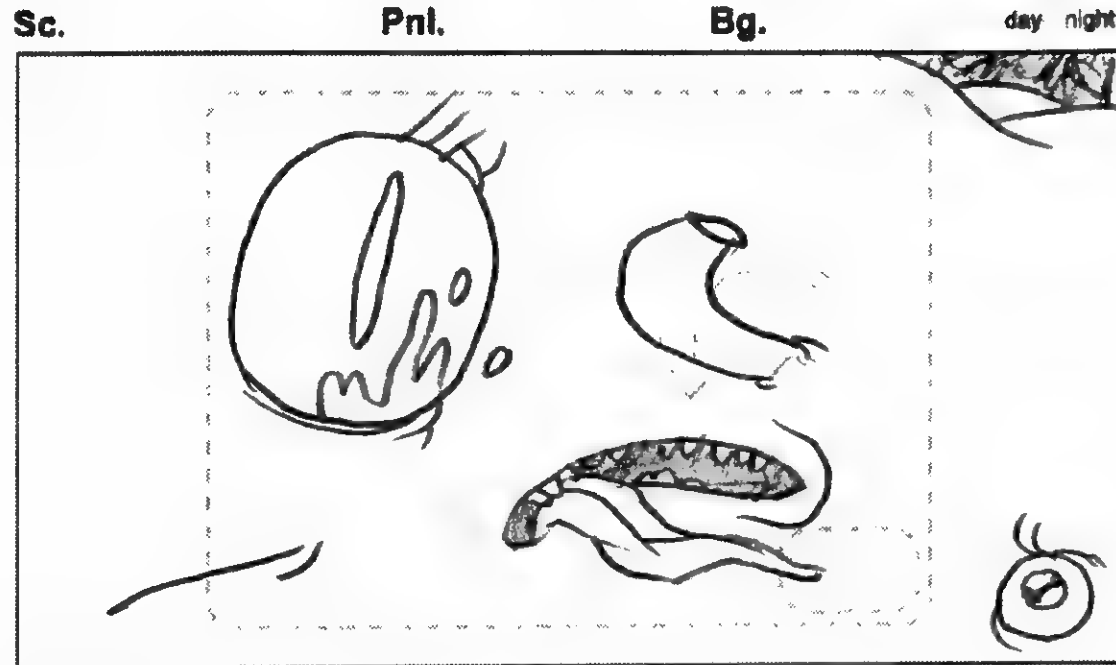
Dialog:
Action:
Timing:

EPISODE # 692016 Production :

ADVENTURE TIME



Page 102



Dialog:

WALLOFFLESH: * writhing in pain sounds *

Action:

tears on big eye.

wall offlesh slithers screen left,

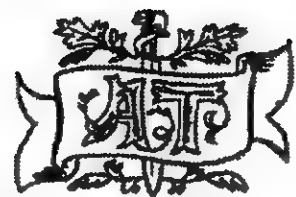
Timing:

EPISODE# 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and protected by copyright. It is to be used for production purposes only and may not be sold or otherwise distributed.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

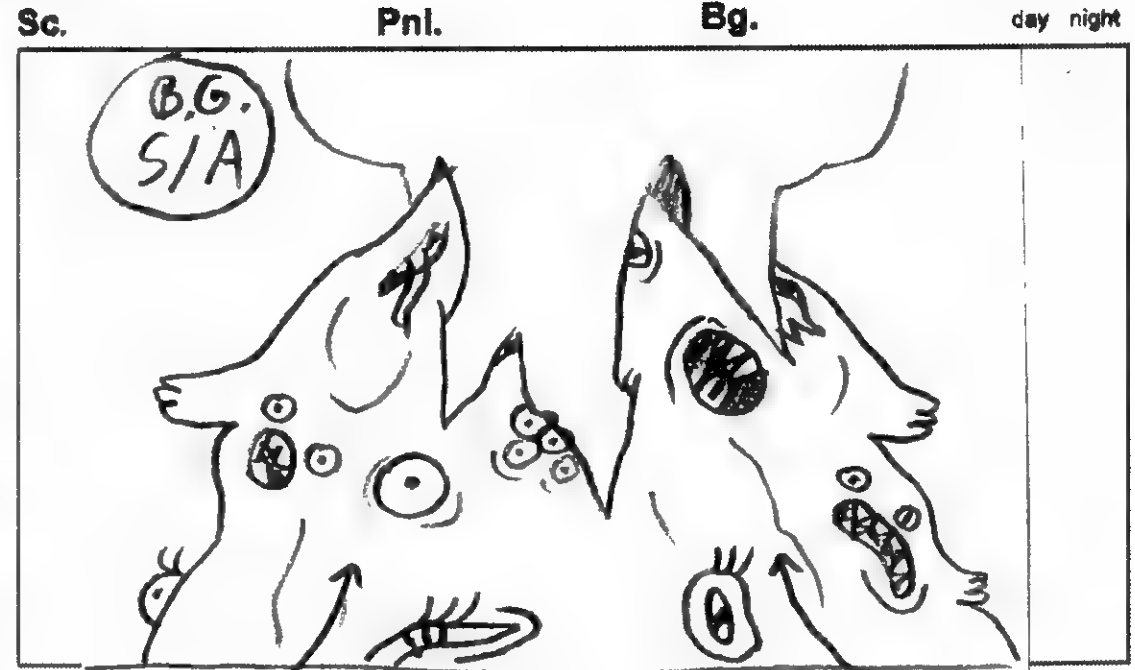
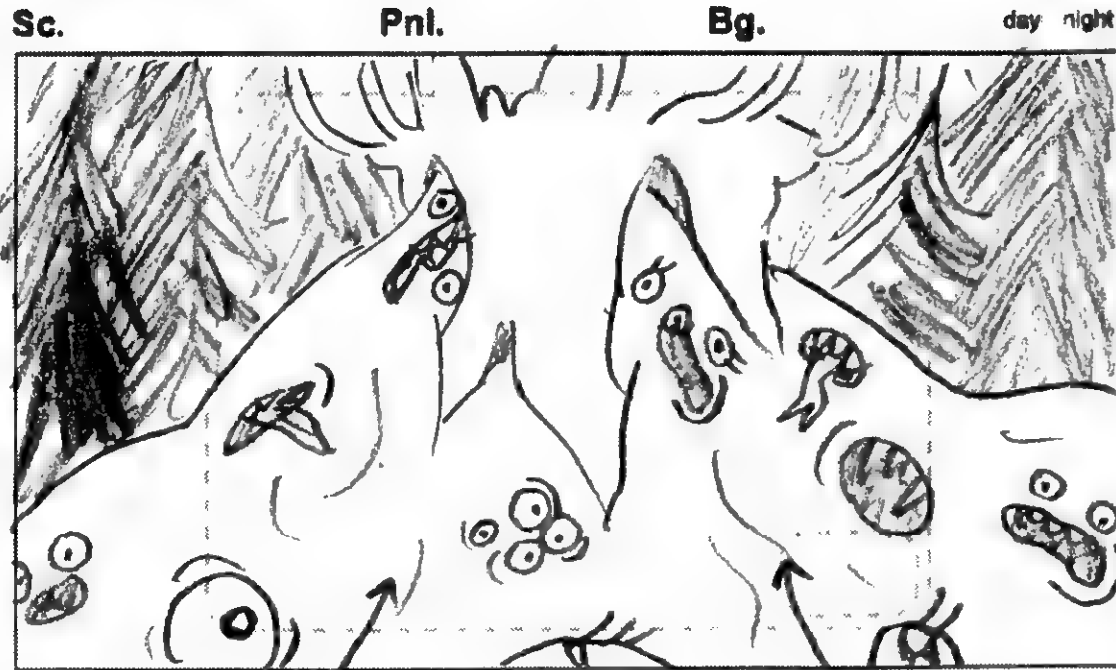
EPISODE # 692016

Production :

ADVENTURE TIME



Page **1023**



Dialog:

Action:

wall of flesh retreats into knots of old dead tree.

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Page 102c

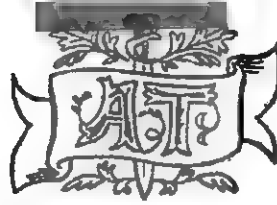
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<div>Dialog</div>									
<div>Action</div>									
<div>Timing:</div>									

EPISODE # **692016**

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page _____

Sc. _____ Pnl. _____ Bg. _____ day night



Sc. _____ Pnl. _____ Bg. _____ day night



(F) You better STAY in
the forest, BABY!

Audio

Action:

Timing

Timing:

(F) Tree trunks, were you
putting stickers on that
evil monster?

EPISODE # 692016

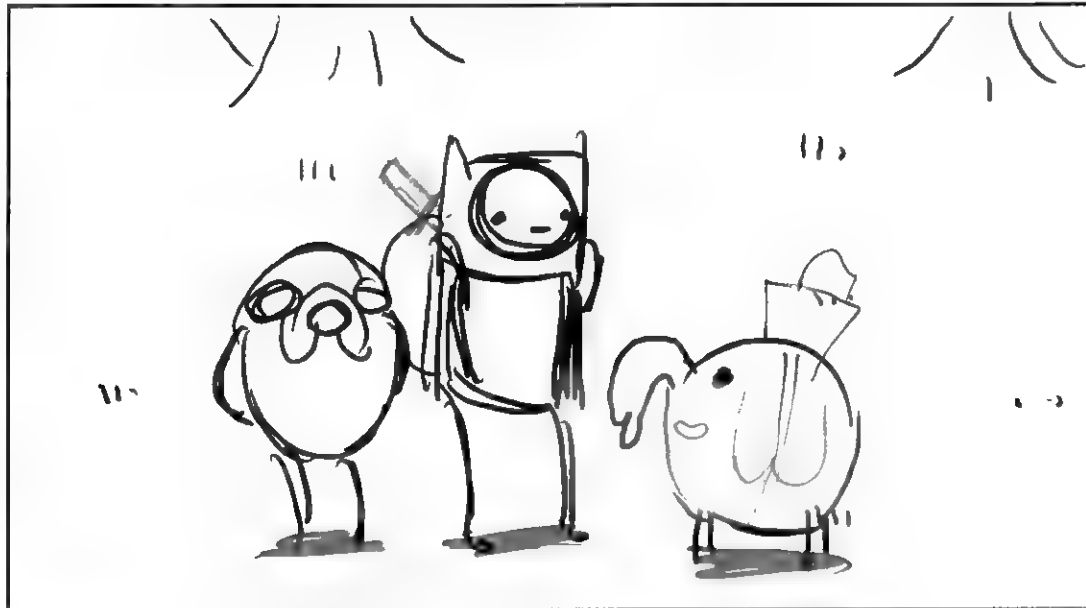
© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

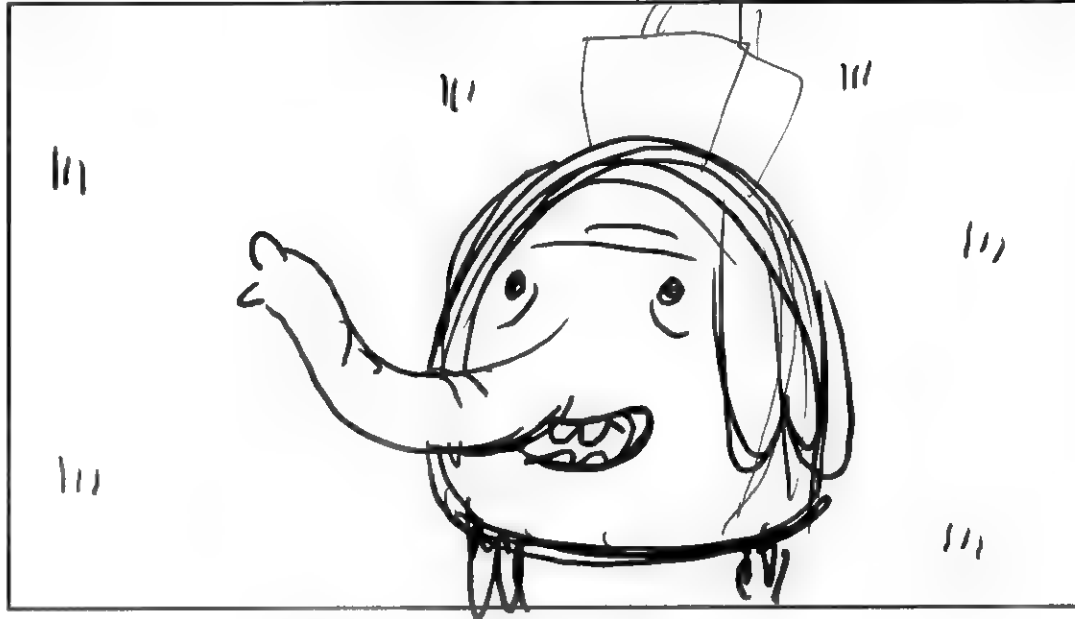


Page 33

Sc. 5 Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

H: yes..

Action:

Timing:

T - thought it needed
some tender love and
attention so I put
tweezers on it.

692016

EPISODE #

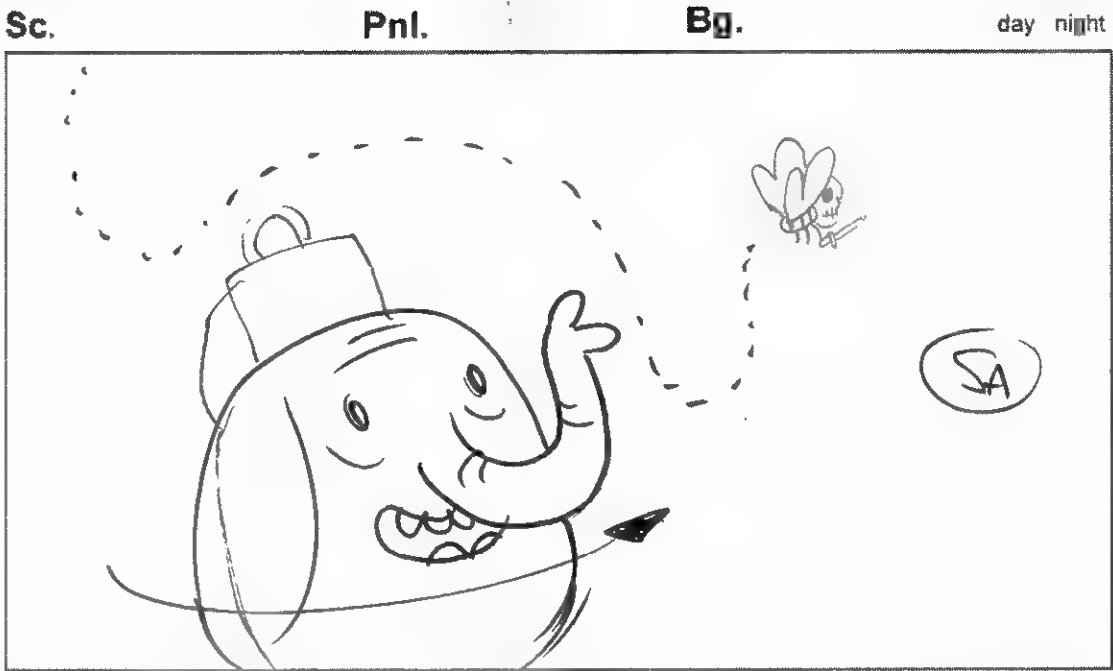
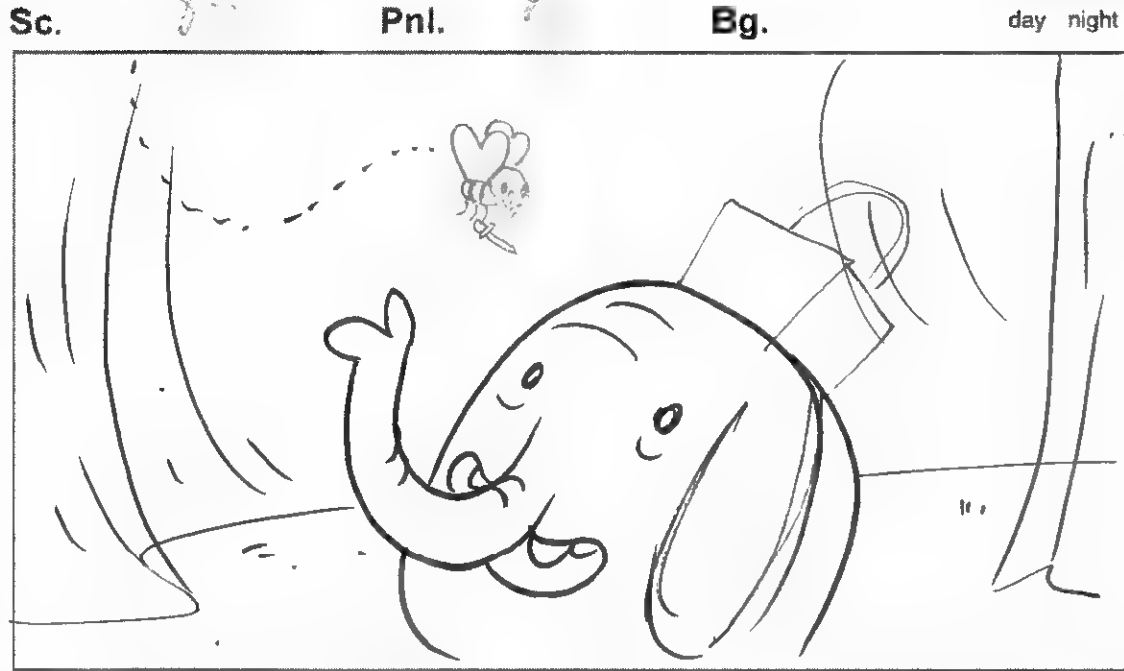
Production :

ADVENTURE TIME



(ND PG. 125)

Page _____



Dialog:	<i>f(o.s.) *giggle* oh! ...</i>	<i>It:</i>	<i>what</i>
Action:	<i>small sketchy lines</i>		
Timing:	<i>(det. 1)</i>		



692016

EPISODE #

Production :

© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



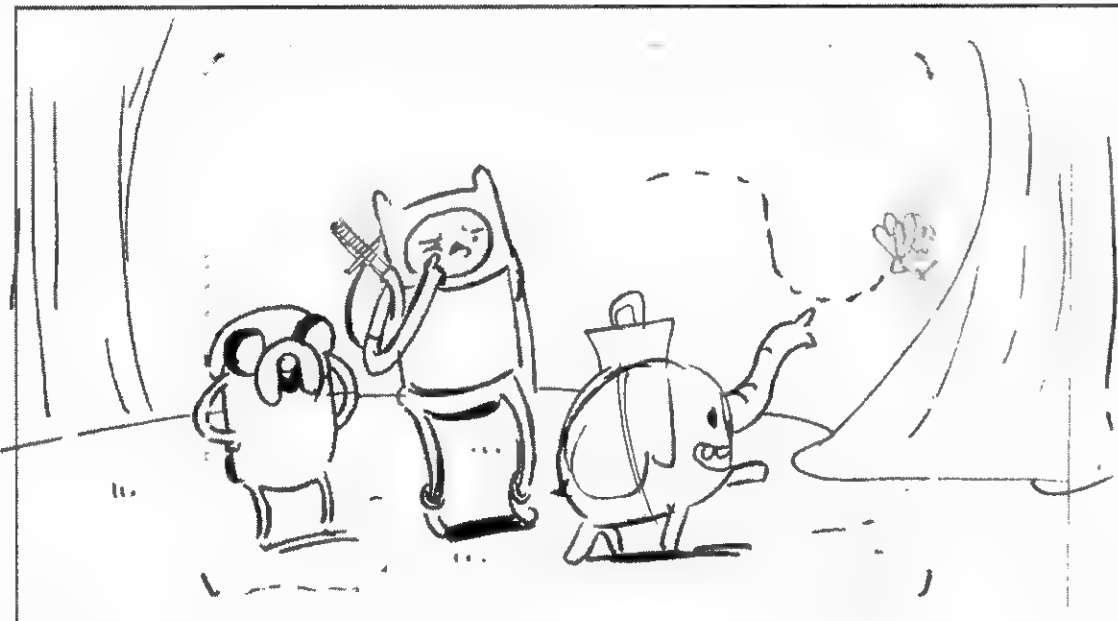
Page 107

Sc. 84

Pnl. A

Bg.

day night

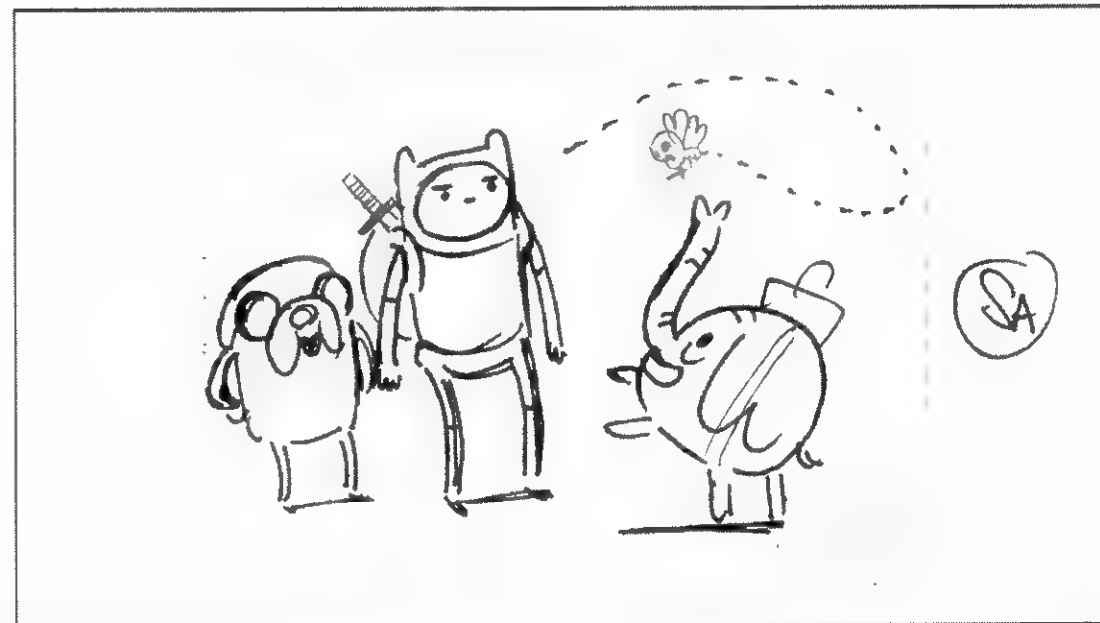


Sc. 84

Pnl. B

Bg.

day night



Dialog:

(TT) Hee hee hee.

Action:

Timing:

EPISODE # 692016

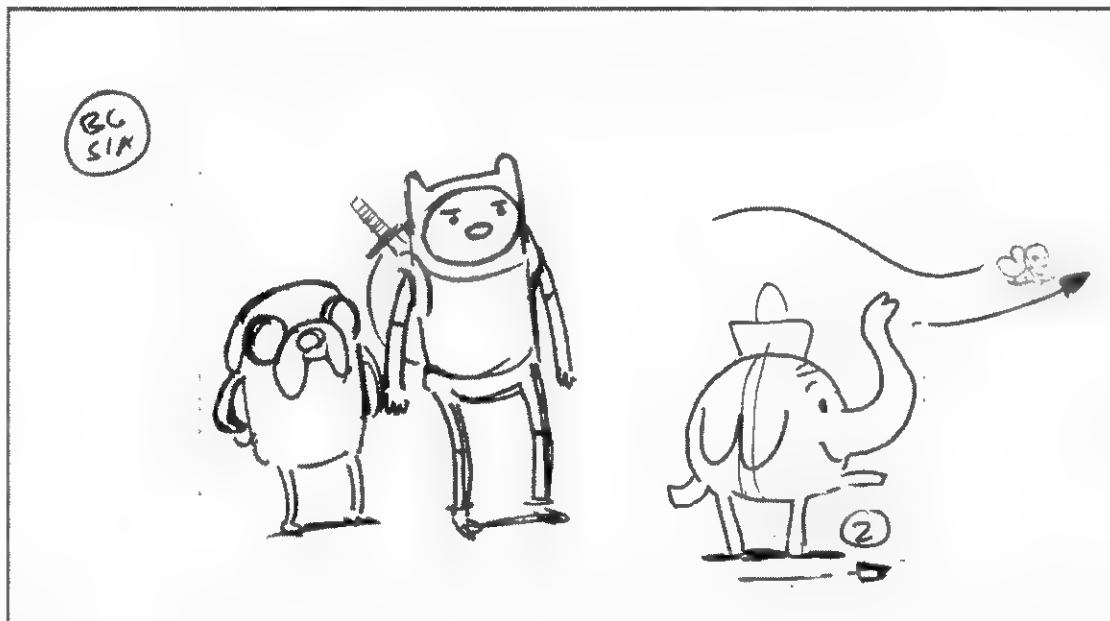
Production :

ADVENTURE TIME

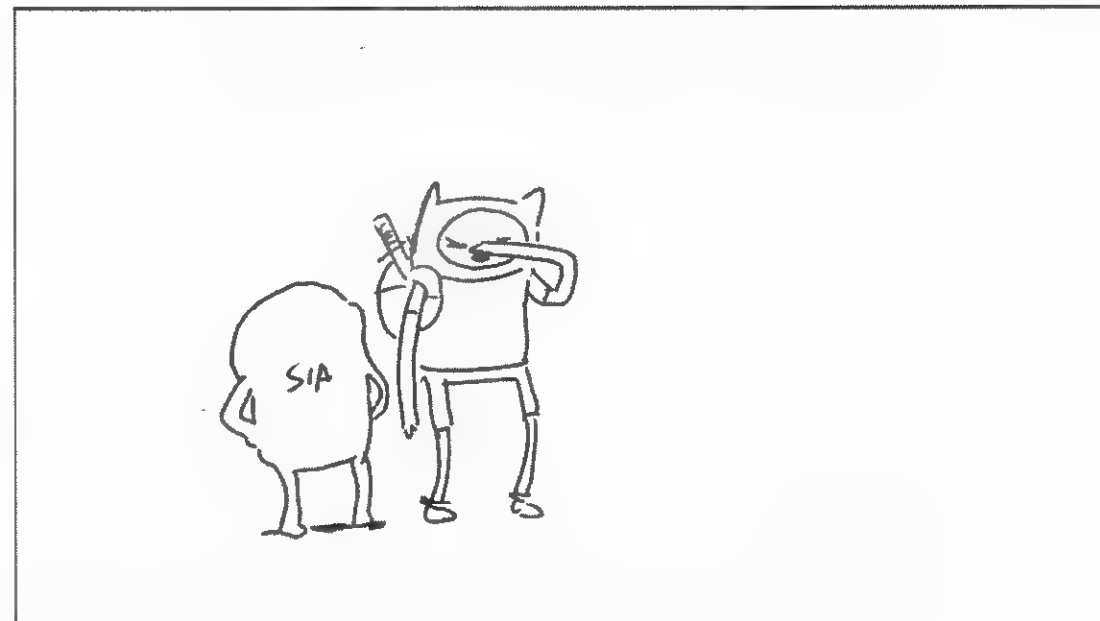


Page 108

Sc. 84 Pnl. C Bg. day night



Sc. 84 Pnl. D Bg. day night



Dialog:



Ⓕ tree trunks

Ⓕ Ugh —

Action:



Timing:

692016

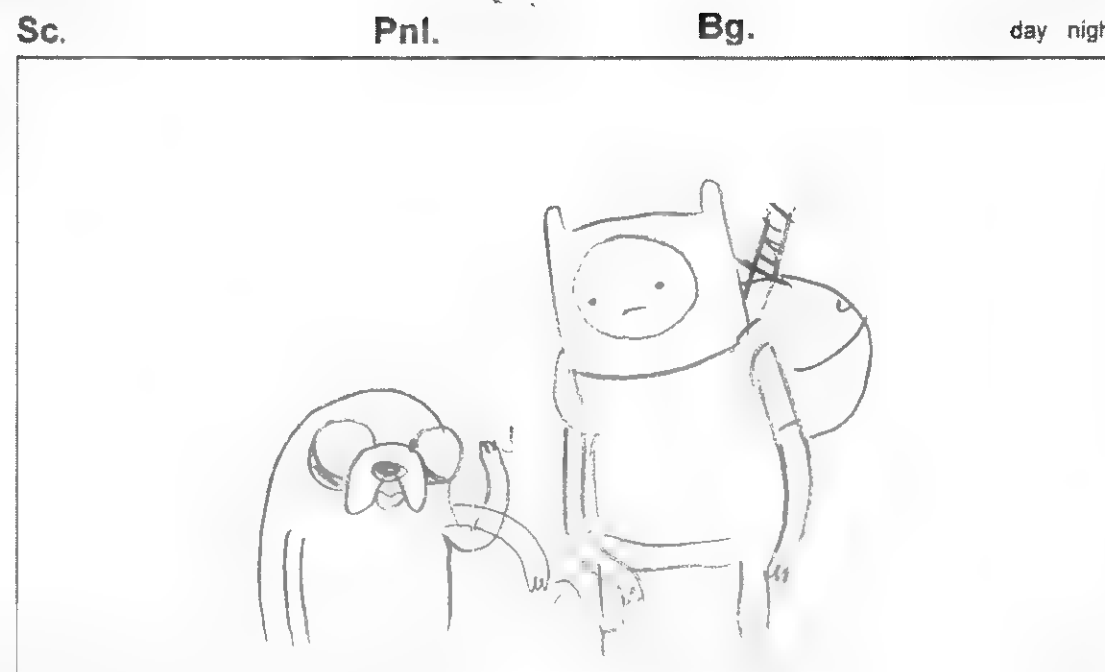
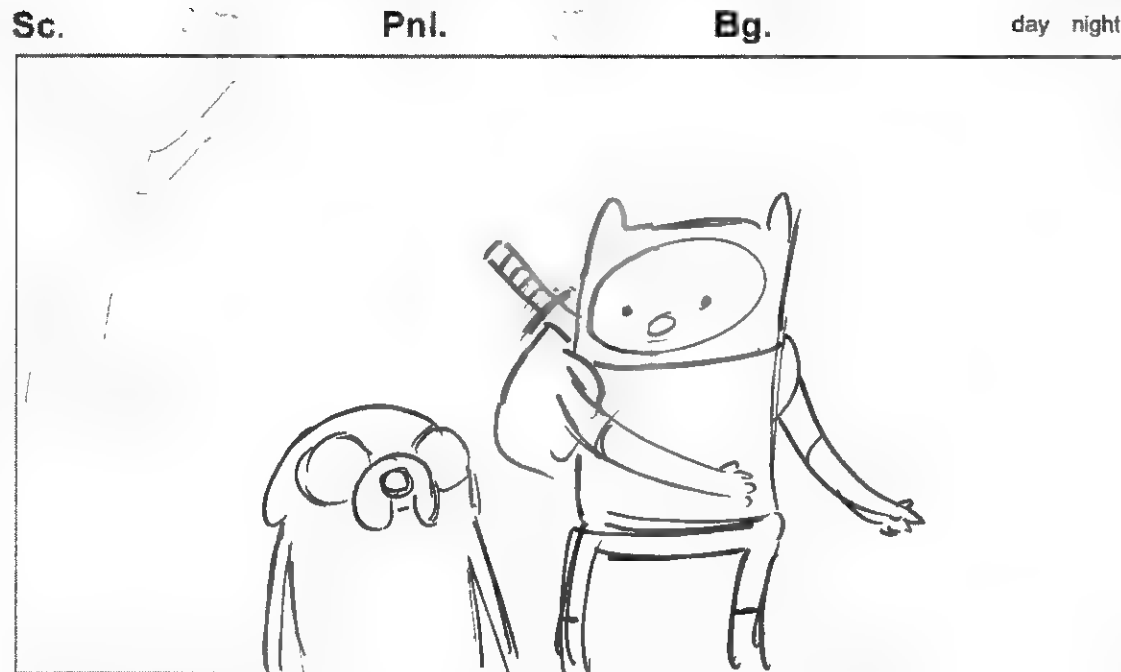
EPISODE #

Production :

ADVENTURE TIME



Page 107



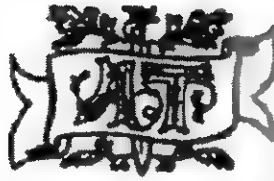
Dialog:	F: Jake, I just realized that Tree Trunks is old and bonkers. We can't take her through the evil junk forest!	...	J: ahhh... shell... tree... fine.
Action:			
Timing:			

692016

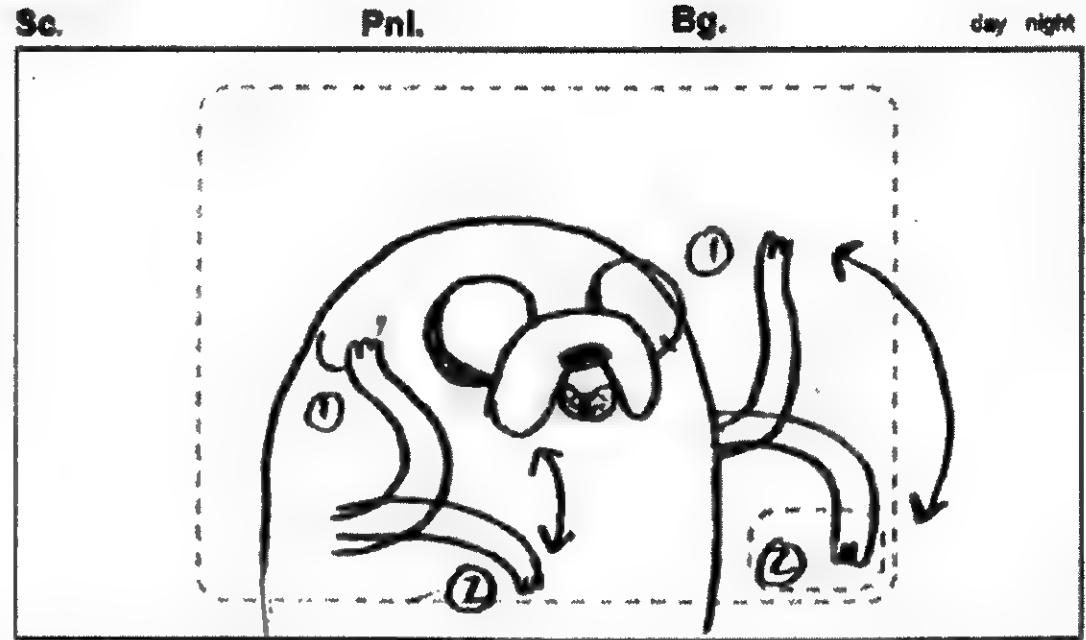
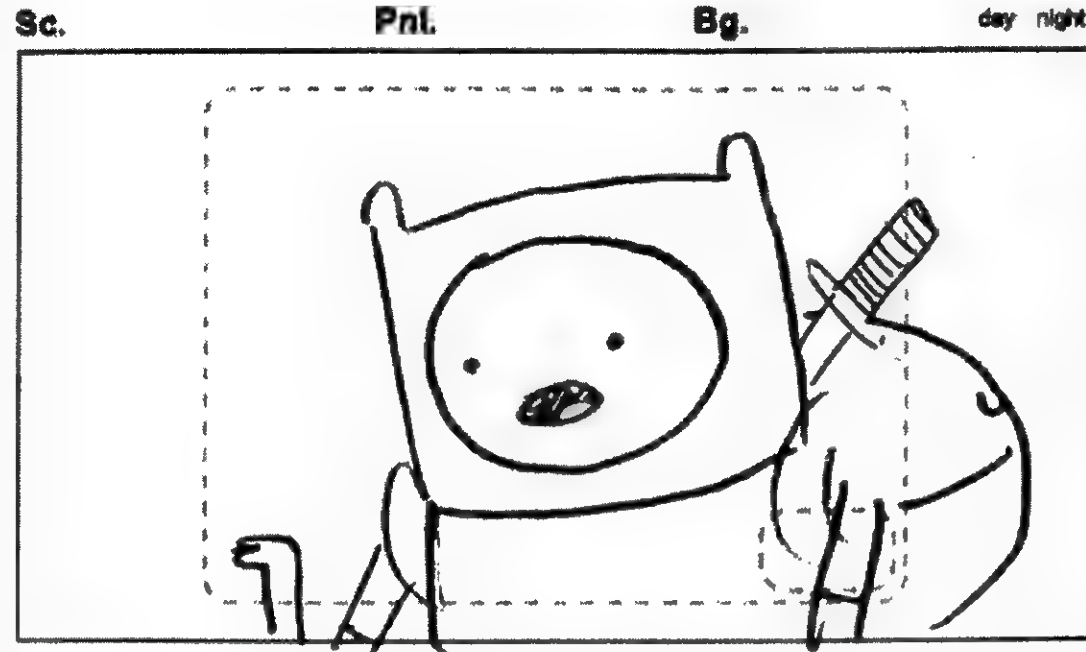
EPISODE #

Production :

ADVENTURE TIME



Page 110



Dialog:

(F:) but the monsters..

(J:) It's fiiine..
whatever it's fine.

Action:

Timing:

EPISODE # 692016

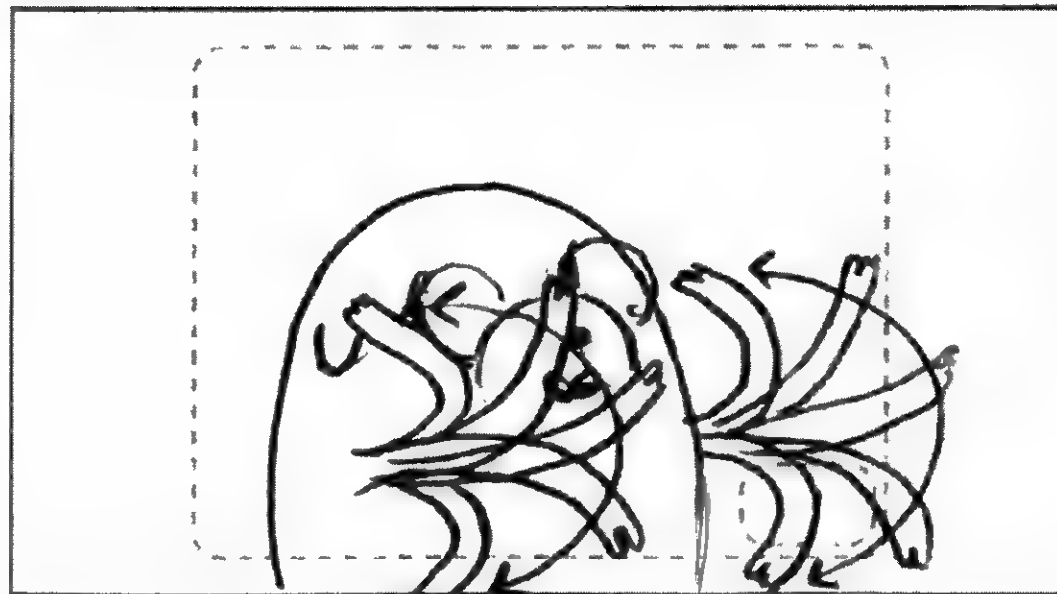
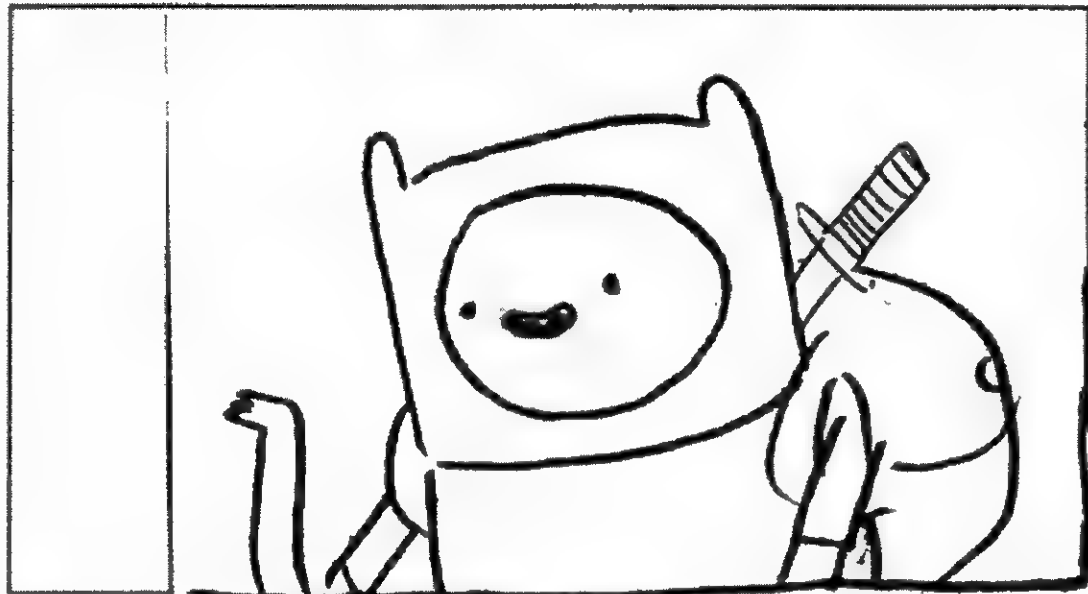
Production :

ADVENTURE TIME



Page 111

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

(F) Are you sure?
she has zero adventurer
training.

yes.. come on.. we'll
take care of her.. it's fine.

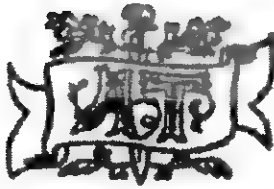
Action:

Timing:

EPISODE# 692016

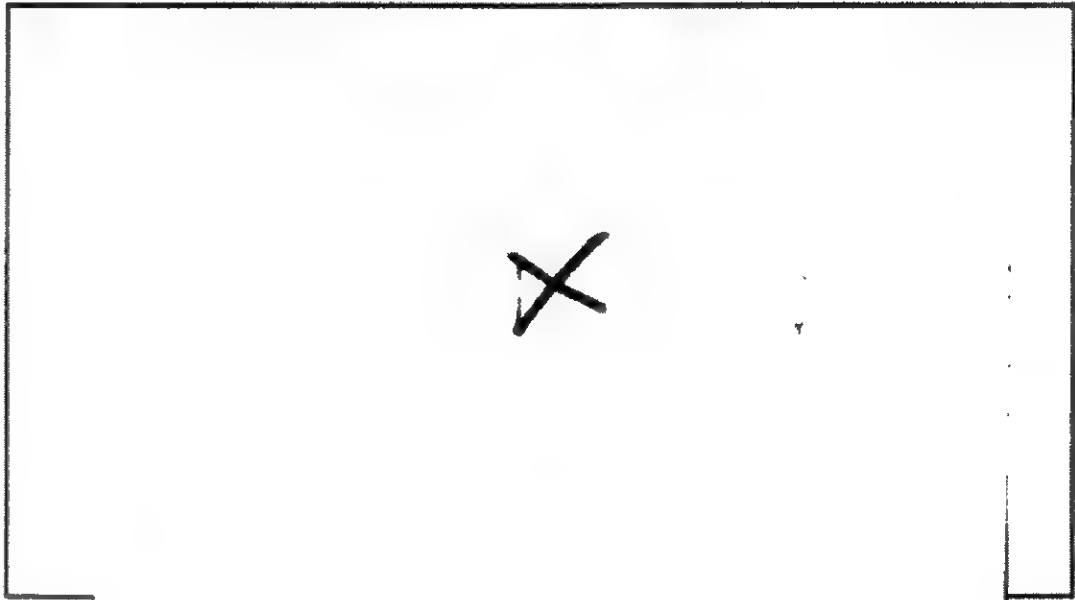
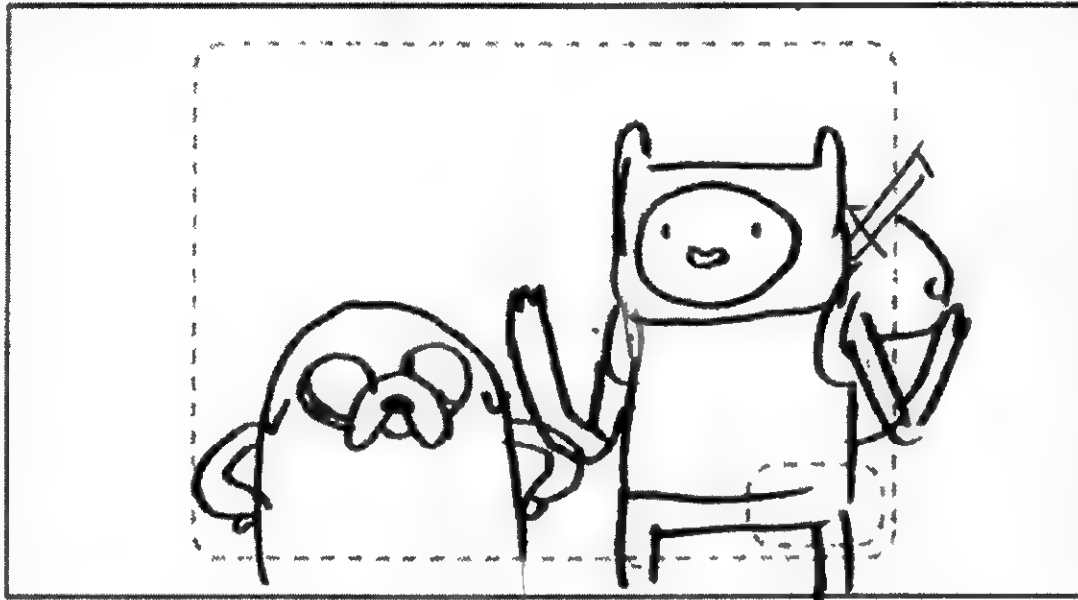
Production :

ADVENTURE TIME



Page 112

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

F: haha! maybe it is fine!

Action:

Timing:

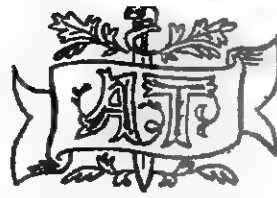
EPISODE # 692016

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



previous PL (2)

Page 1

Sc.

57

Pnl.

C

Bg.

day night

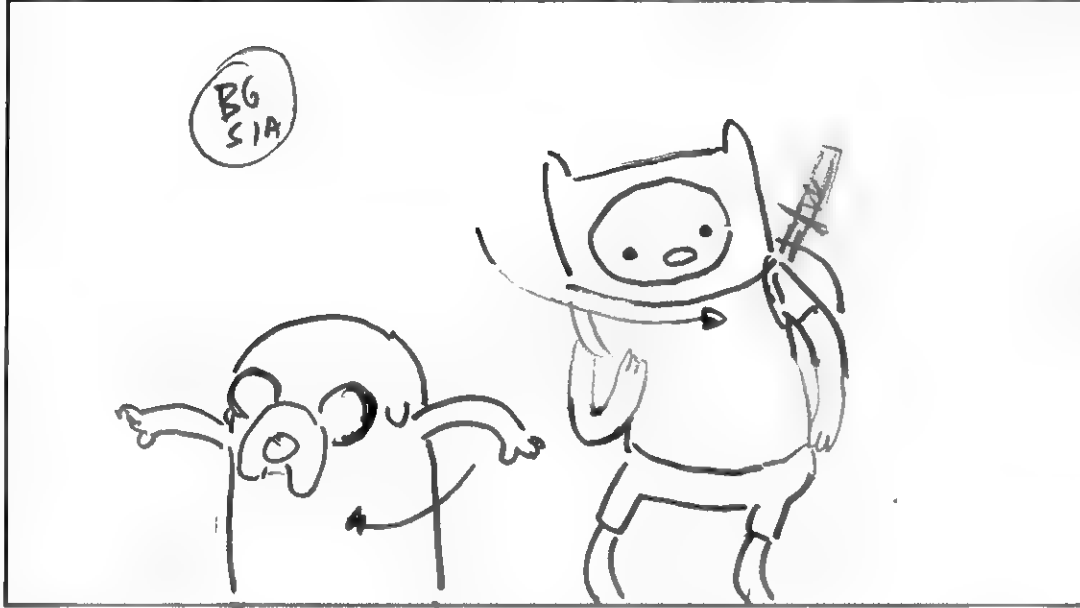
Sc.

Pnl.

2

Bg.

day night



Dialog:

(F) tree trunks?

Action:

Timing:

EPISODE #

692016

Production :

S6

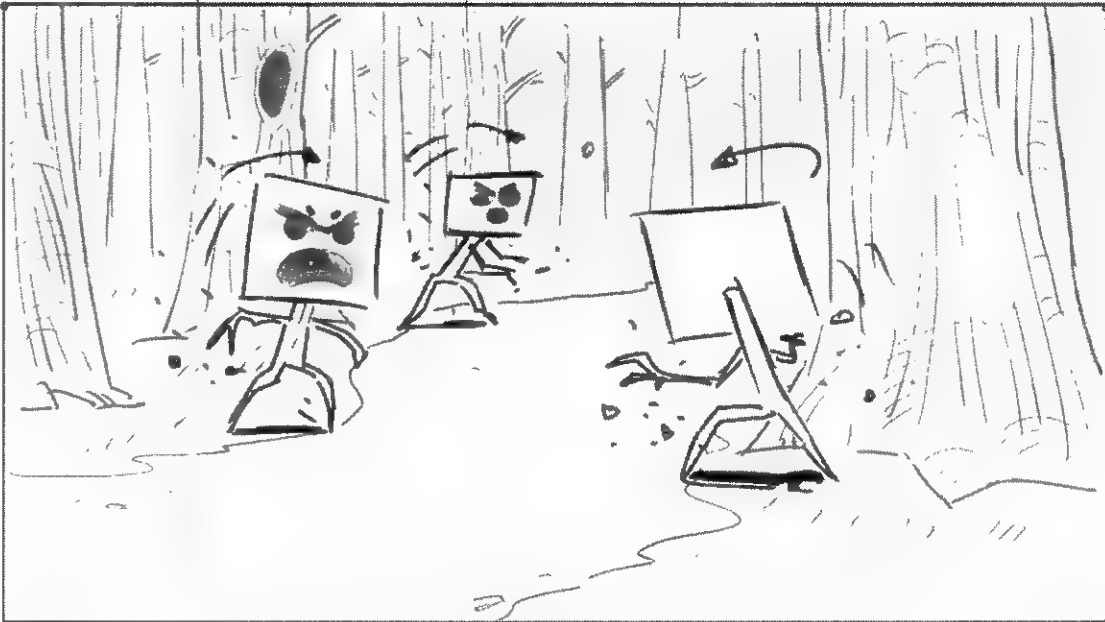
ADVENTURE TIME



Sc. 86 Pnl. A Bg. day night

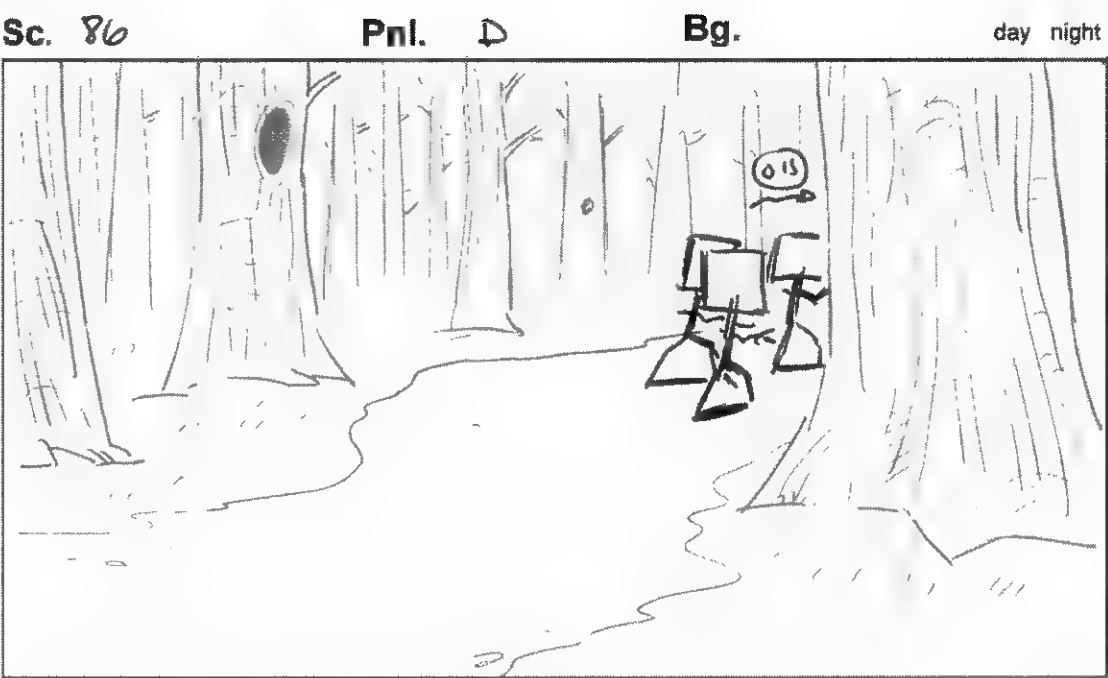
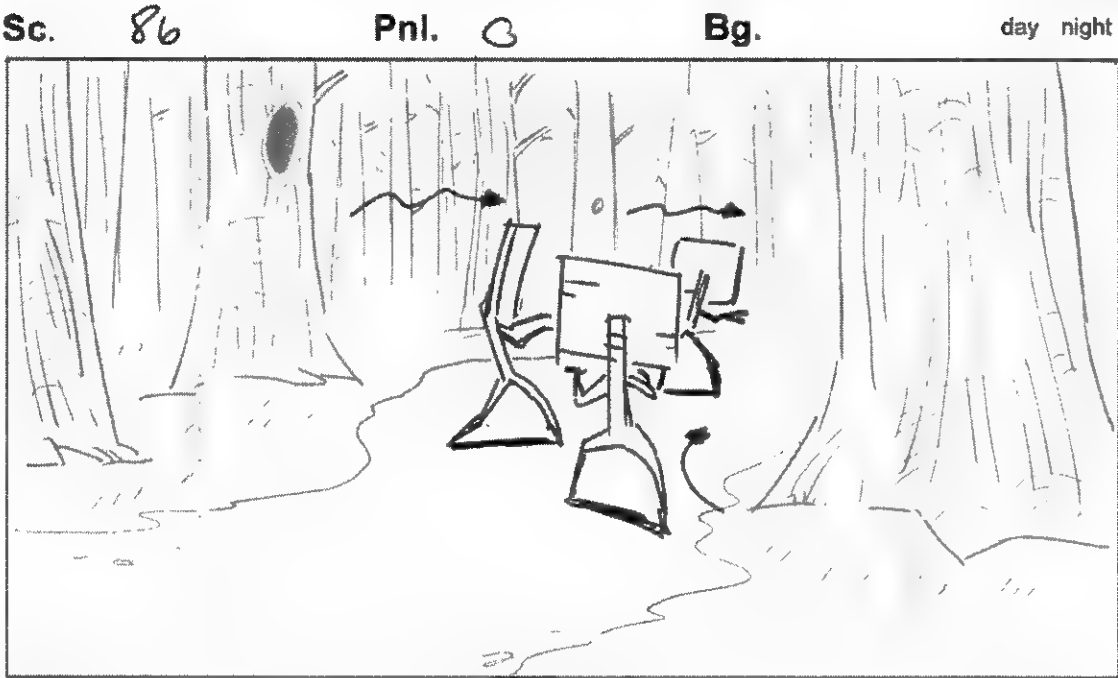


Sc. 86 Pnl. B Bg. day night



Dialog:
Action: (TT) chases butterfly thru sc. signs come to life
Timing:

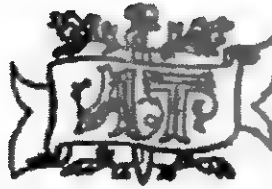
ADVENTURE TIME



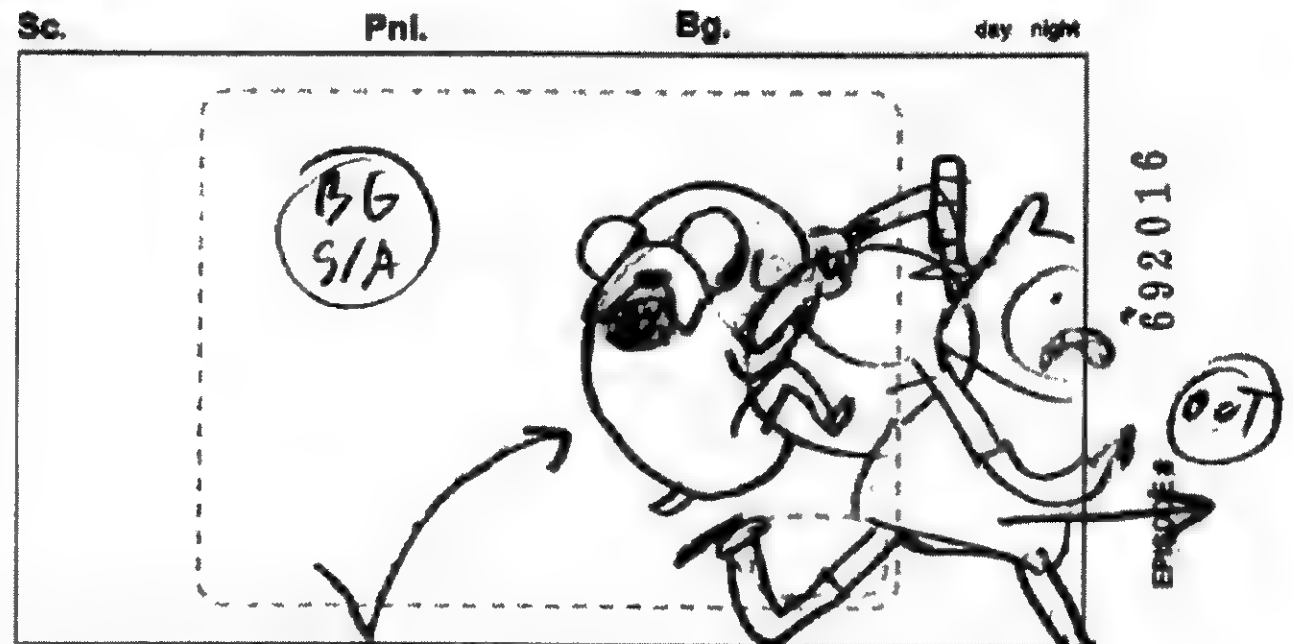
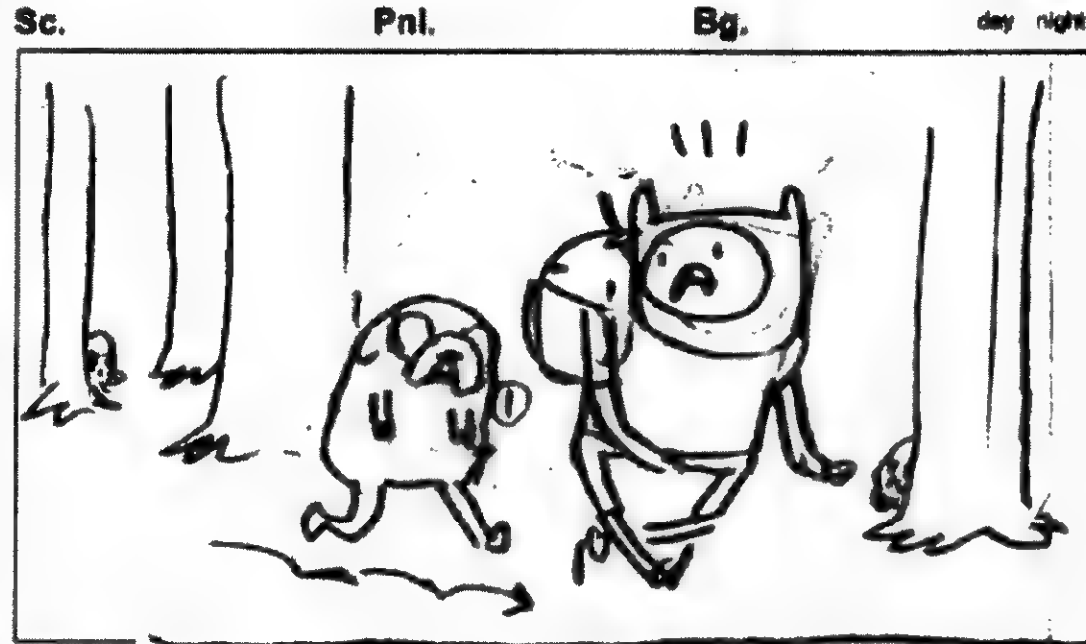
Dialog:
Action: SIGNS FOLLOW (TT) (015) _____n
Timing:

EPISODE # 692016 Production :

ADVENTURE TIME



Page 119A



Dialog:
 (F:) We gotta find her, Jake!!

Action:
 (F:) Tree trunks!!?
 (J:) Where are you tree trunks!!?
 (J:) Totes, dude! (Jake jumps onto Finn's Backpack)
 (2)

Timing:
 Production:

ADVENTURE TIME



Sc.

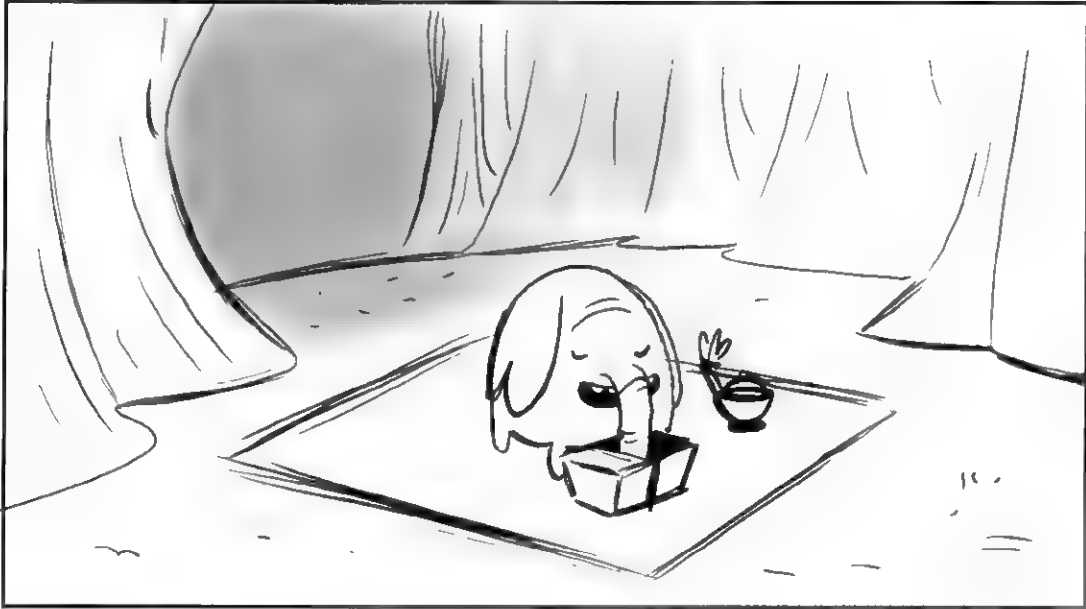
88

Pnl.

A

Bg.

day night



Sc.

Pnl.

B

Bg.

day night



Dialog

(TT)...And here's

... YOUR tencup.

Action

Timing

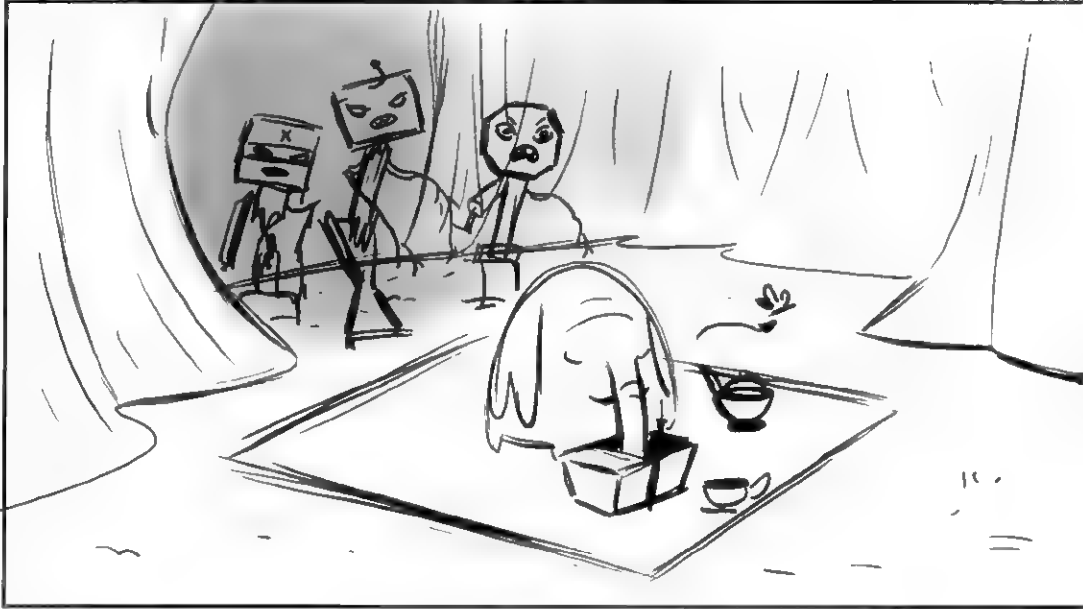
EPISODE # 692016

Production :

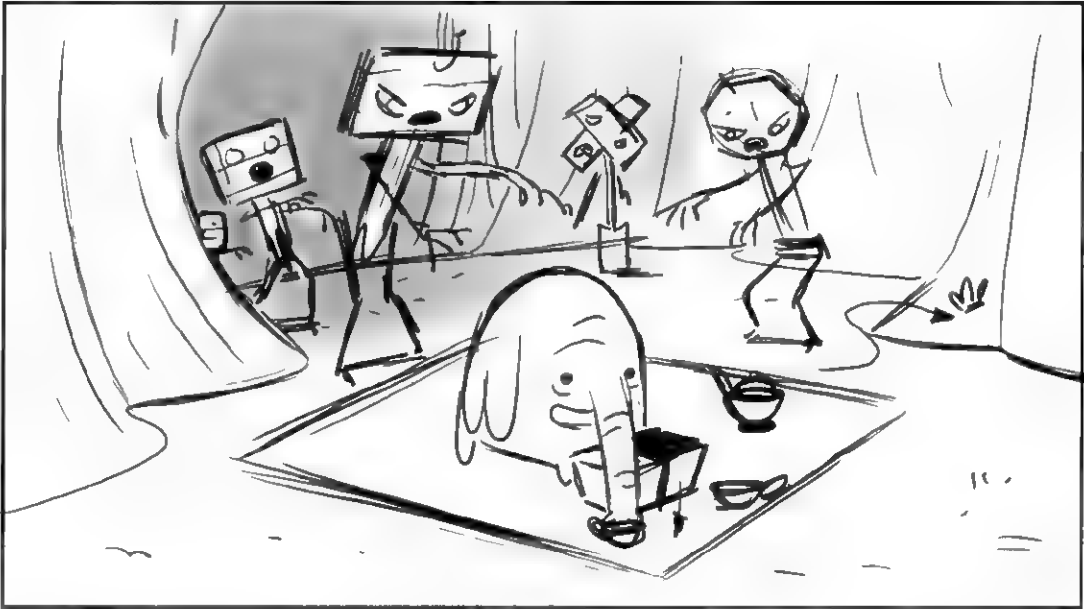
ADVENTURE TIME



Sc. 88 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night

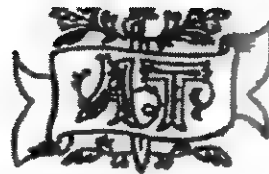


Dialog:	(TT) and here's...	(TT) my teacup.
Action:	BUTTERFLY IS STARTED AWAY	
Timing:		

EPISODE # 692016

Production :

ADVENTURE TIME



Sc.

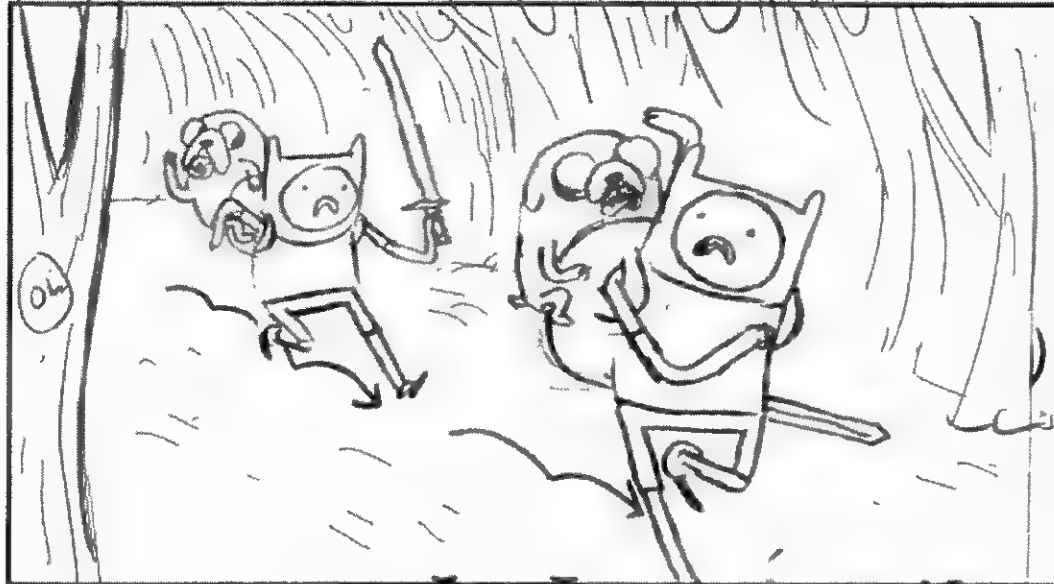
89

Pnl.

A

Bg.

day night



Sc.

Pnl.

B

Bg.

day night



Dialog:

F: tree TRUNKS !?

(J) tree trunks!?

Action:

Timing:

(F&J: *Gasp!*

(PAN B6 STOPS)

EPISODE # 692016

Production :

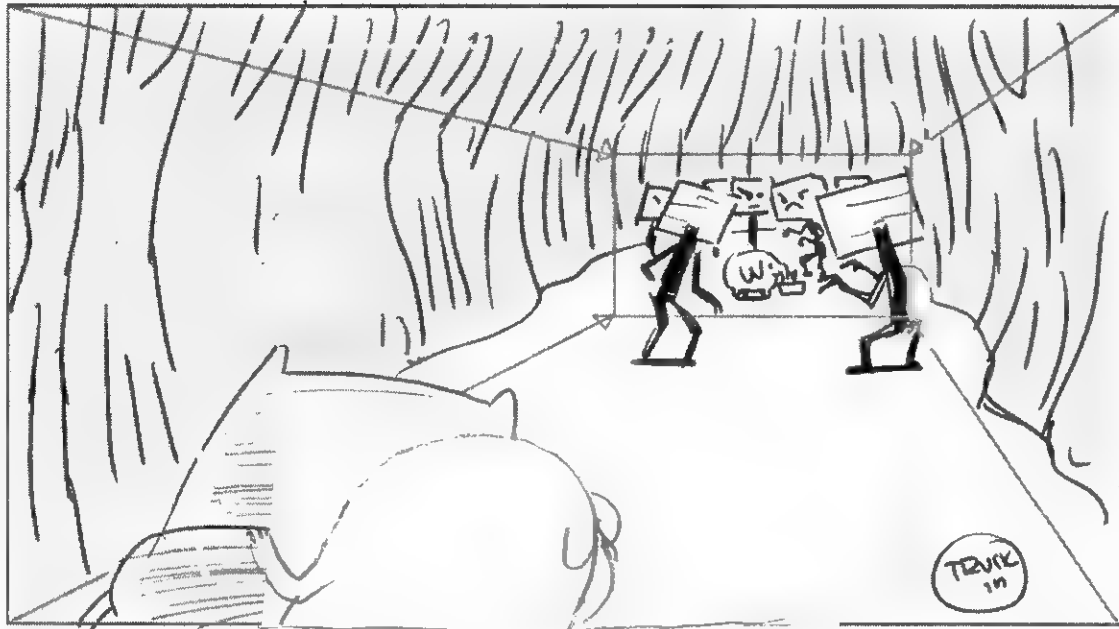
60

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Any use or use in any manner except for production purposes, and may not be sold or transferred.

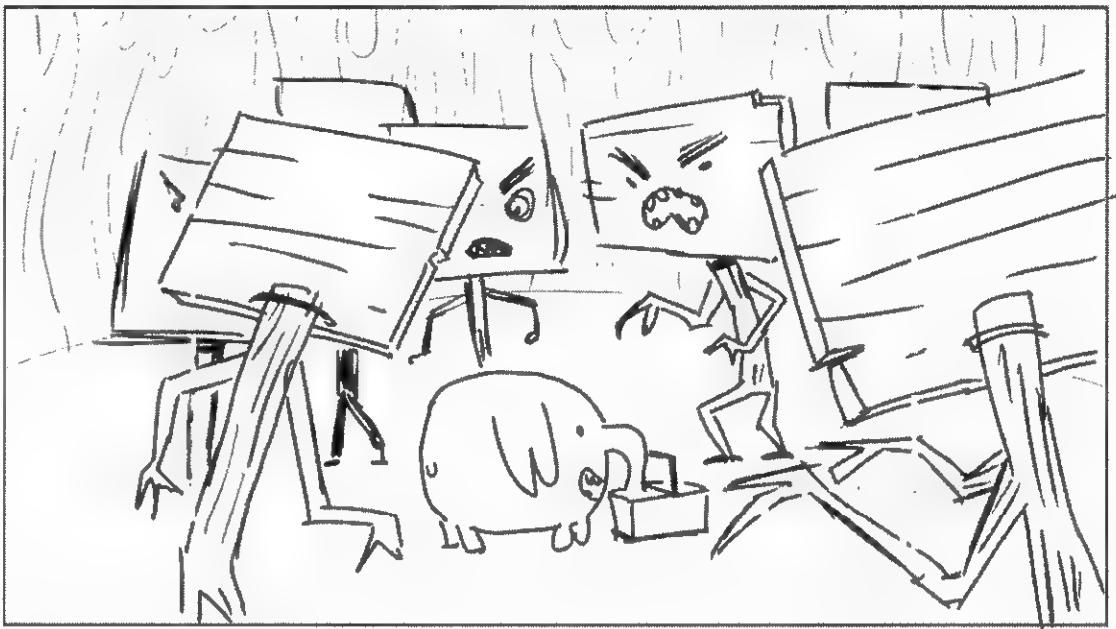
ADVENTURE TIME



Sc. 90 Pnl. A Bg. day night



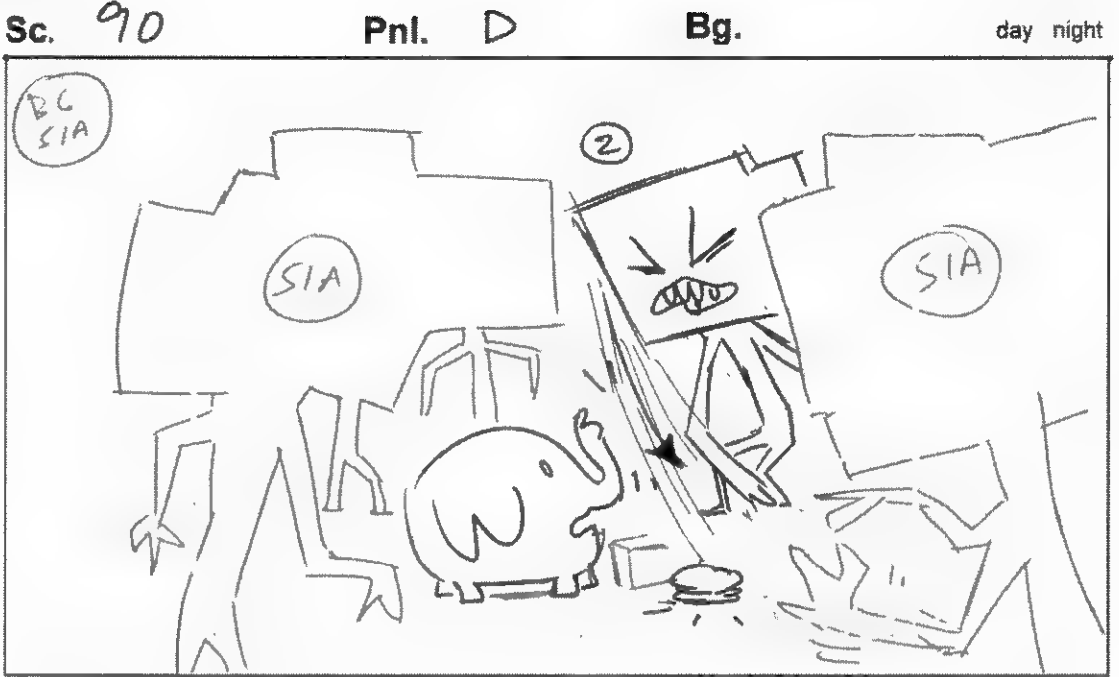
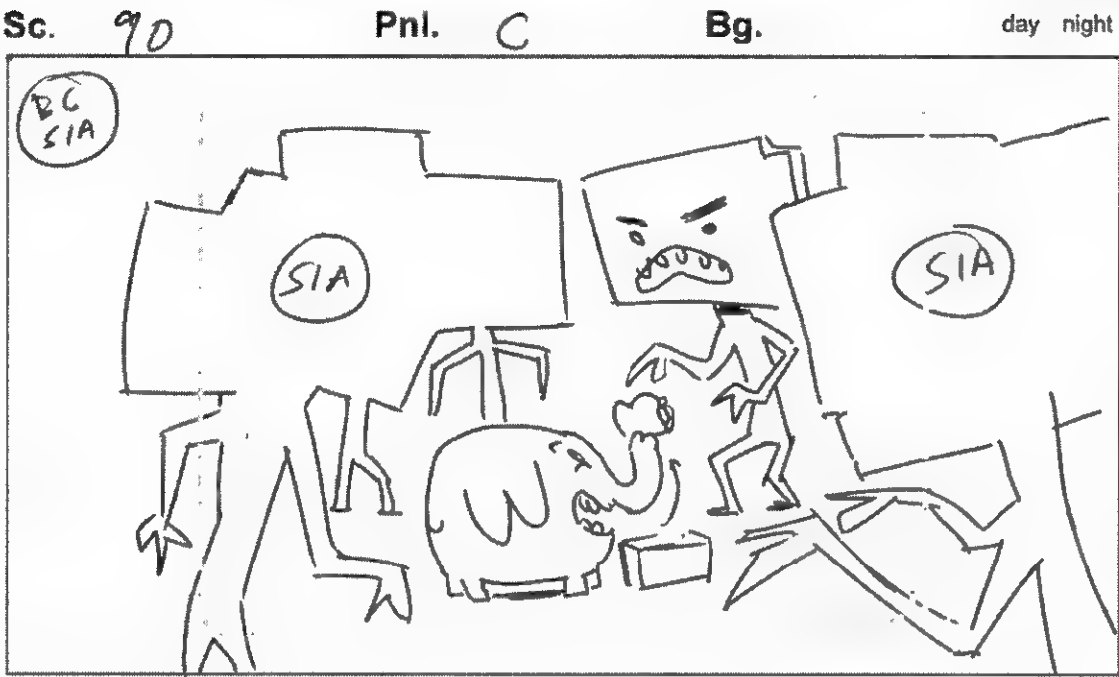
Sc. 90 Pnl. B Bg. day night

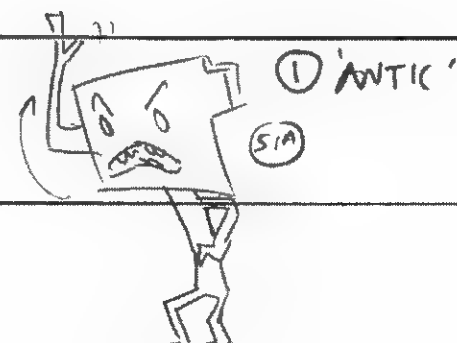


Dialog:	(TT) ... AND HERE'S —
Action:	(MATCH) CUT
Timing:	

EPISODE # 692016
Production :

ADVENTURE TIME

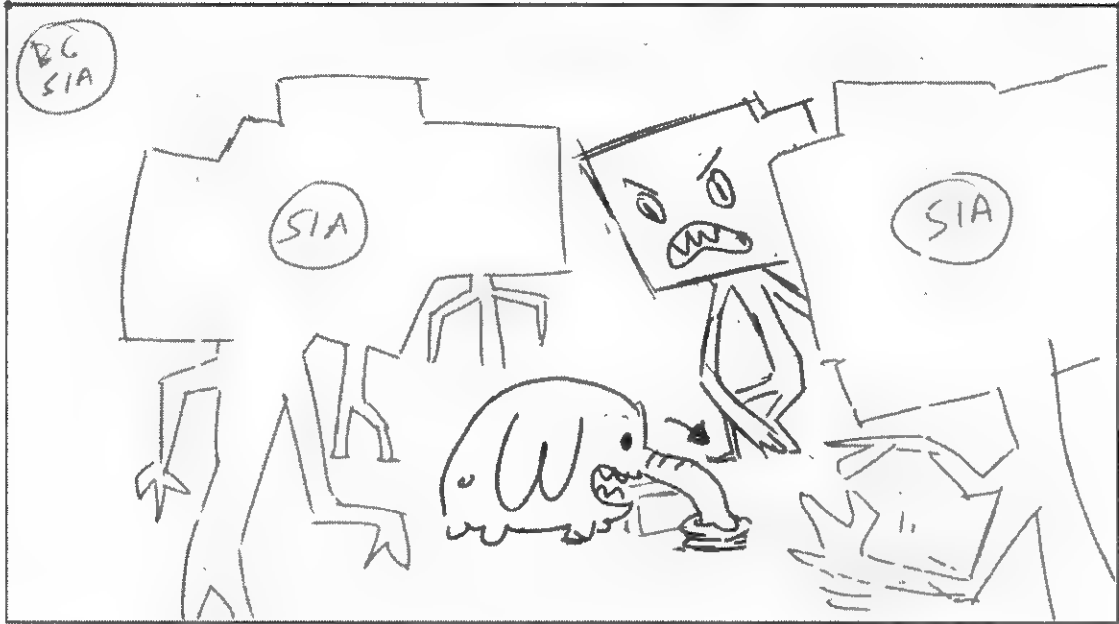


Dialog:	(TT) <u>YOUR</u> SANDWICH... SFX (SMACK!)
Action:	
Timing:	

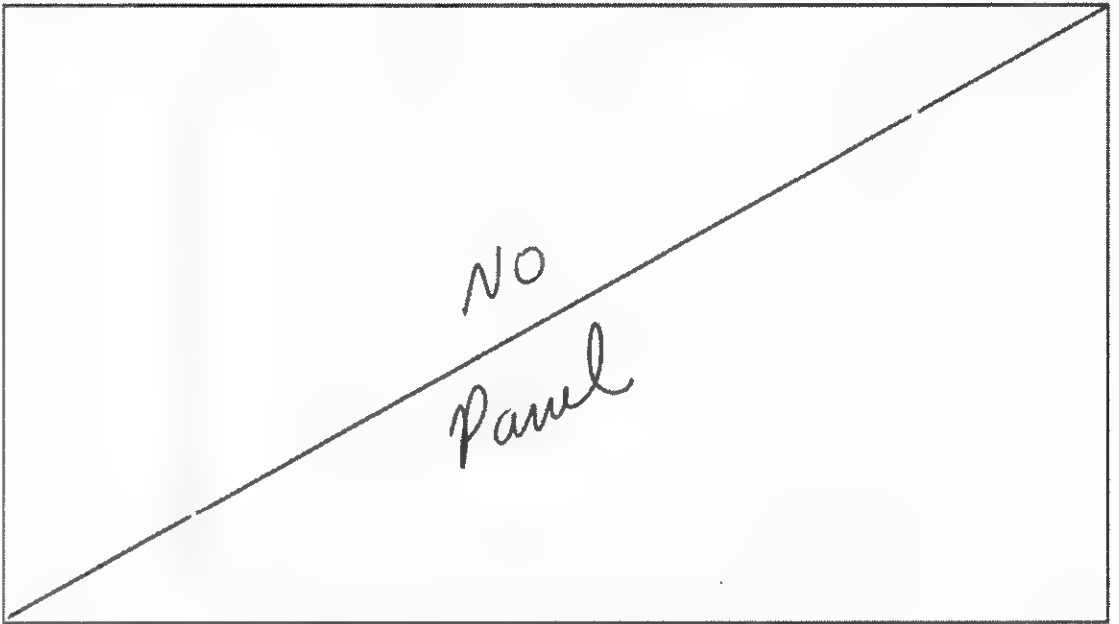
ADVENTURE TIME



Sc. 90 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(TT) oops, you dropped it..

Action:

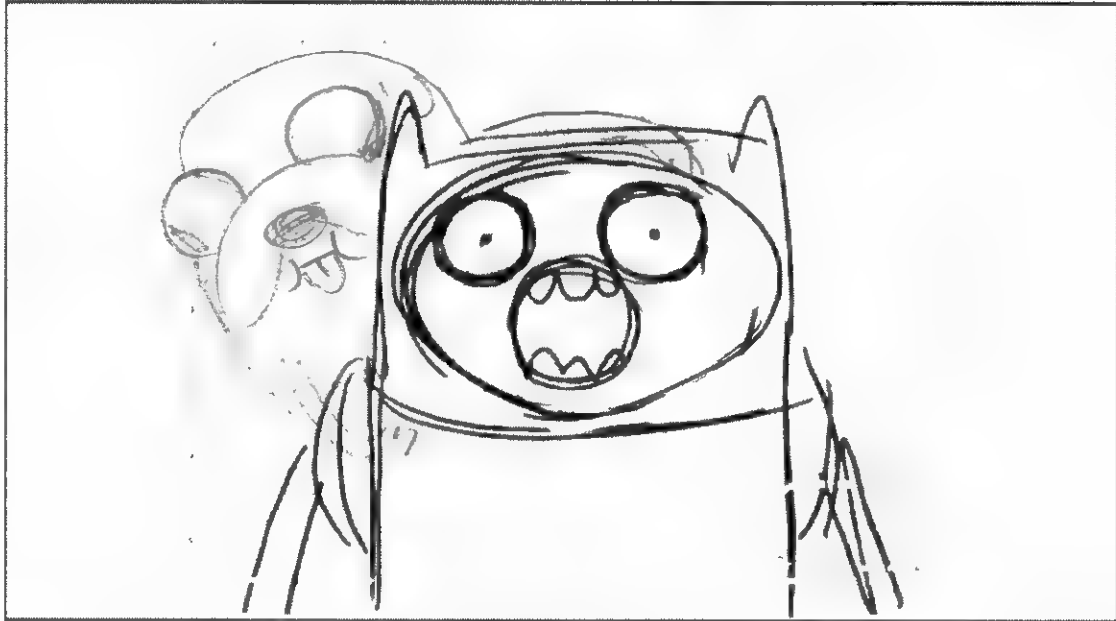
Timing:

EPISODE # 692016 Production :

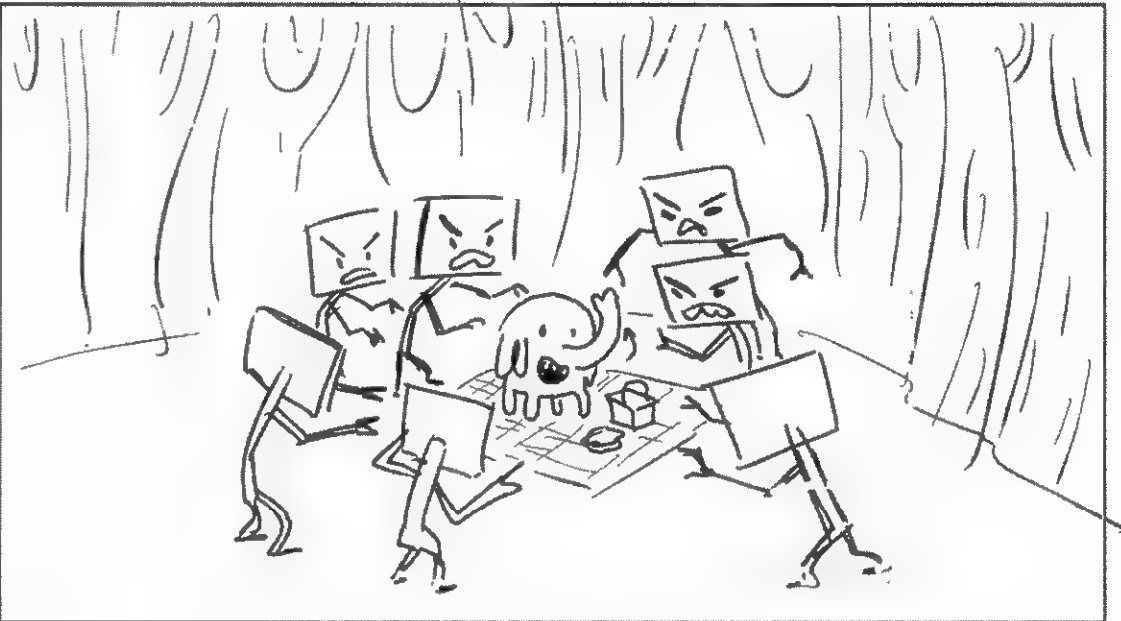
ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:	
(F) Tree TRUNKS RUN!!	(TT) oh, hey Finn -
Action:	
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



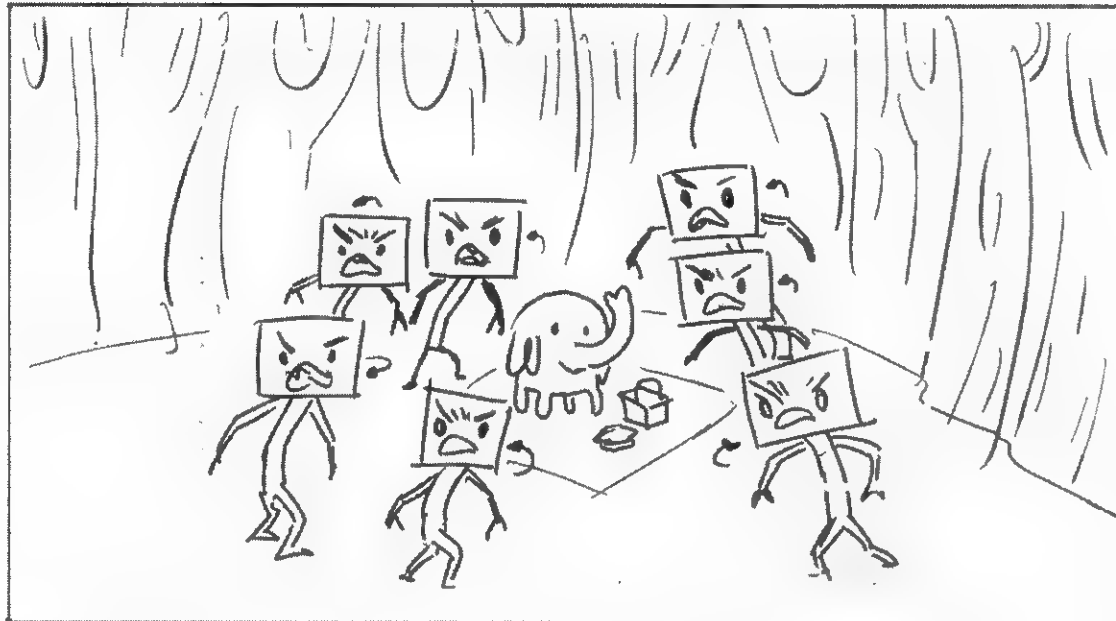
Page 127

Sc. 92

Pnl. B

Bg.

day night

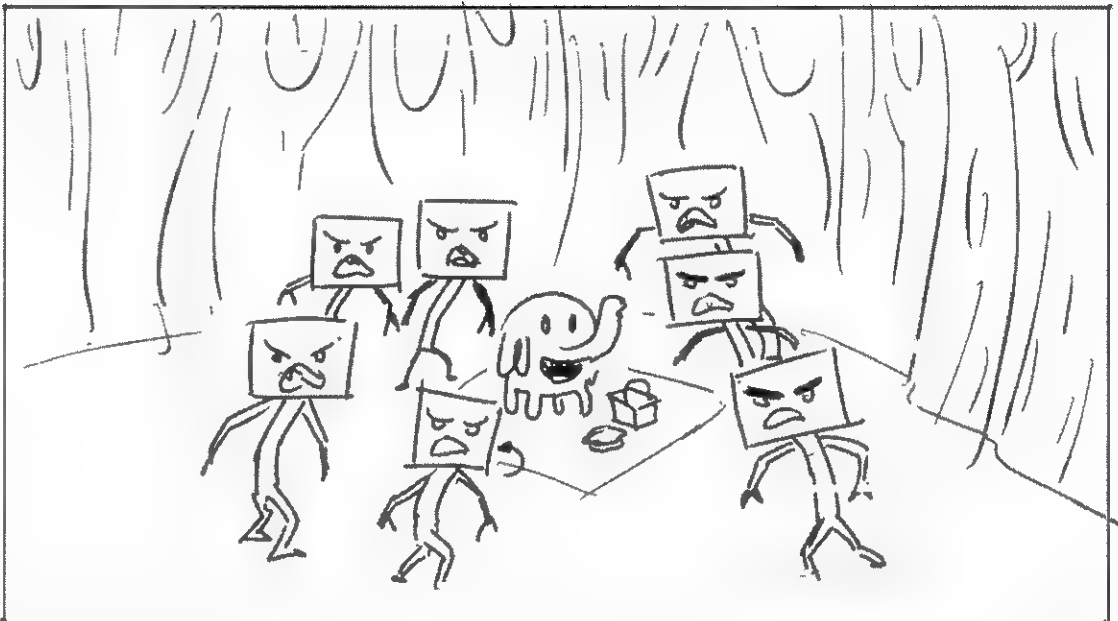


Sc. 92

Pnl. C

Bg.

day night



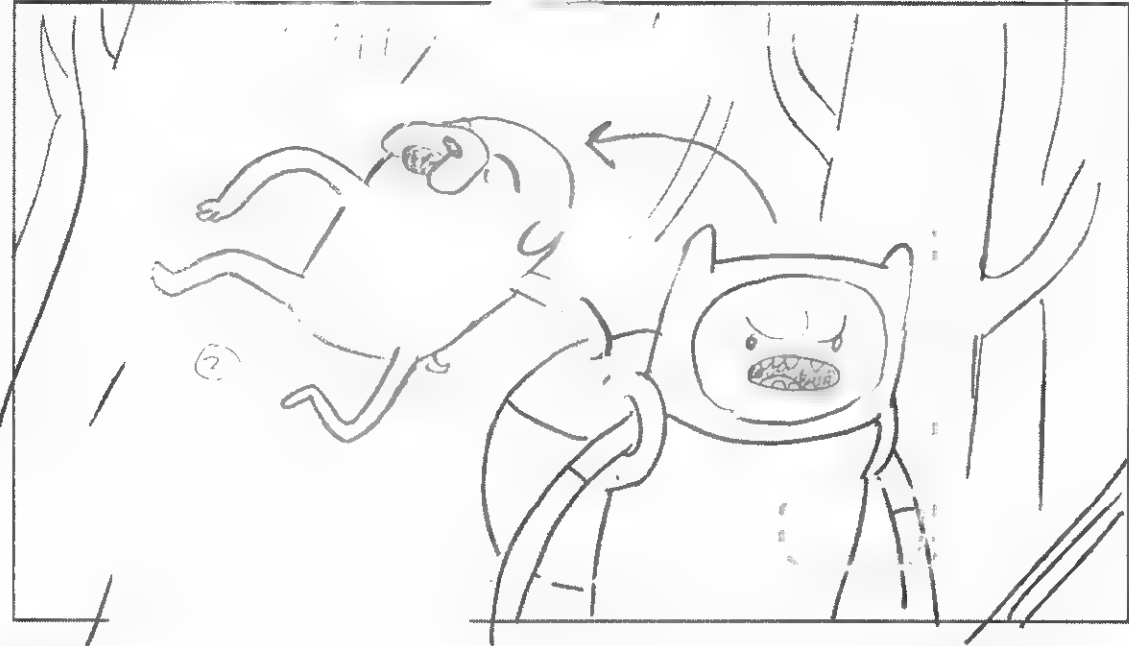
Dialog:	<u>Tree zombies</u> (≈ GROWL ≈)	Ⓟ Tea Party!
Action:	TREE ZOMBIES TURN	
Timing:		

Production : EPISODE # 692016

ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night



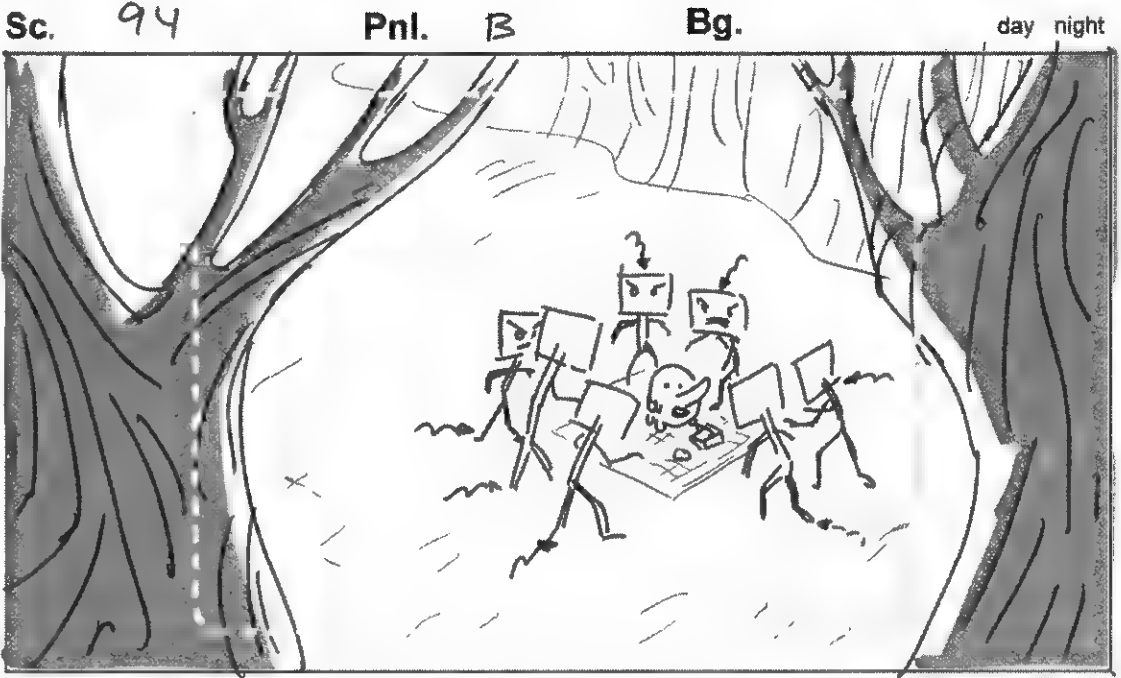
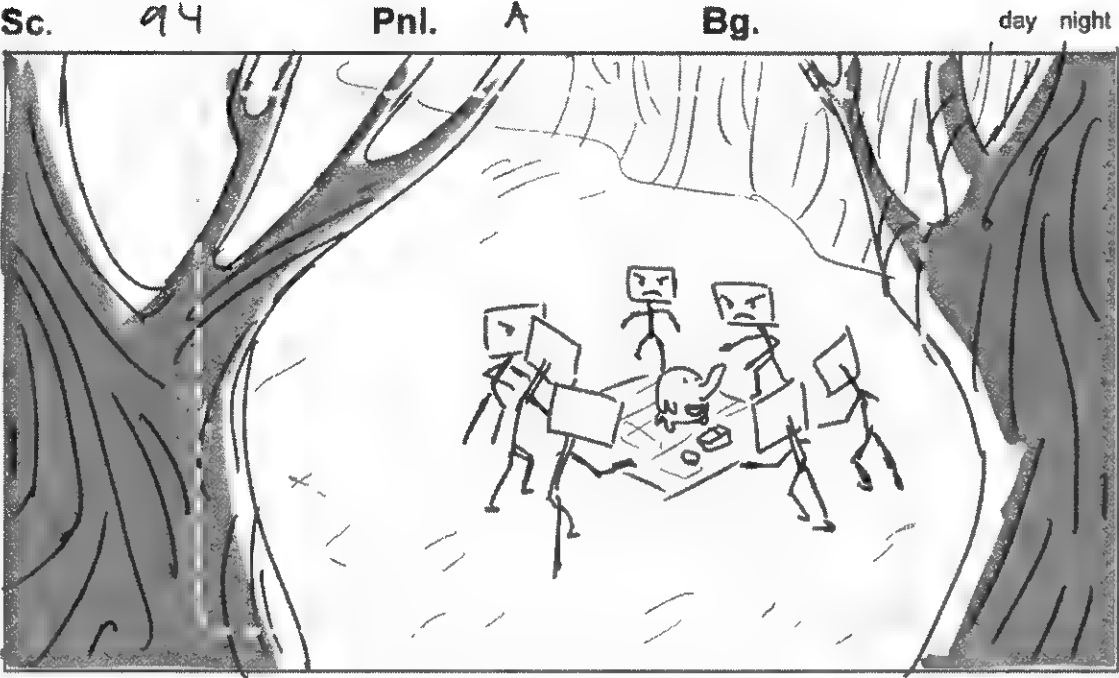
Sc. 93 Pnl. B Bg. day night



Dialog:	Time to (F) call your mamas evil sign posts. (J) yeah! tell 'em that their kids are ugly! (F) R OUGH-HH!!!
Action:	Jake karate kicks off of back pack (Start Pose) (3) Take lands..
Timing:	

EPISODE # 692016
Production :

ADVENTURE TIME



Dialog:	(TT) Patience Boys —————→ there's enough ten for everyone.
Action:	
Timing:	

EPISODE # 692016

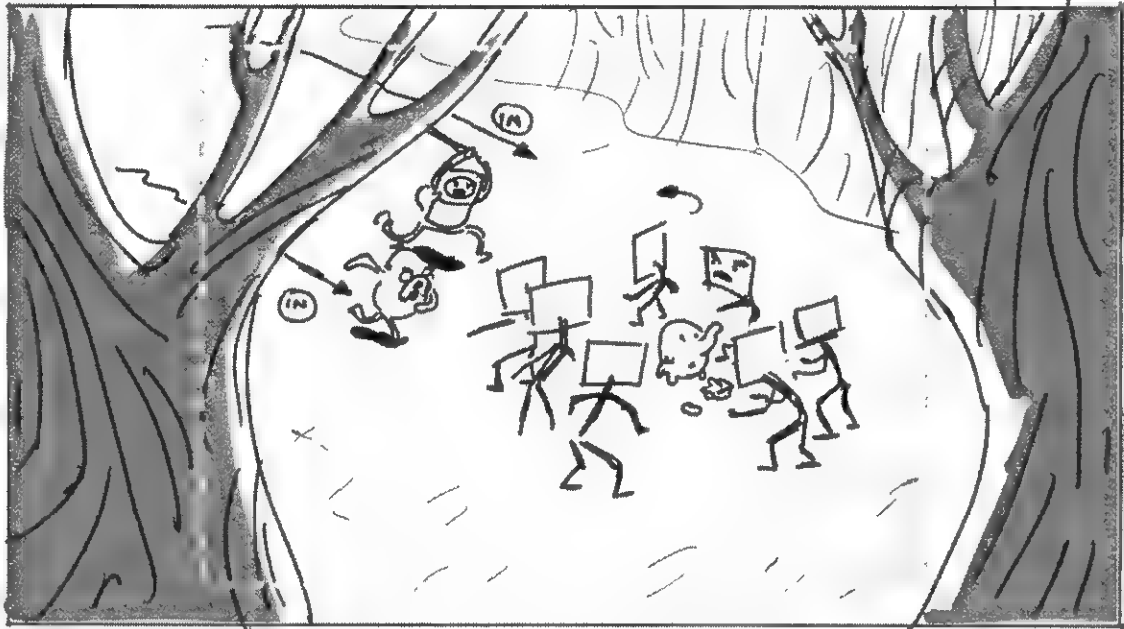
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

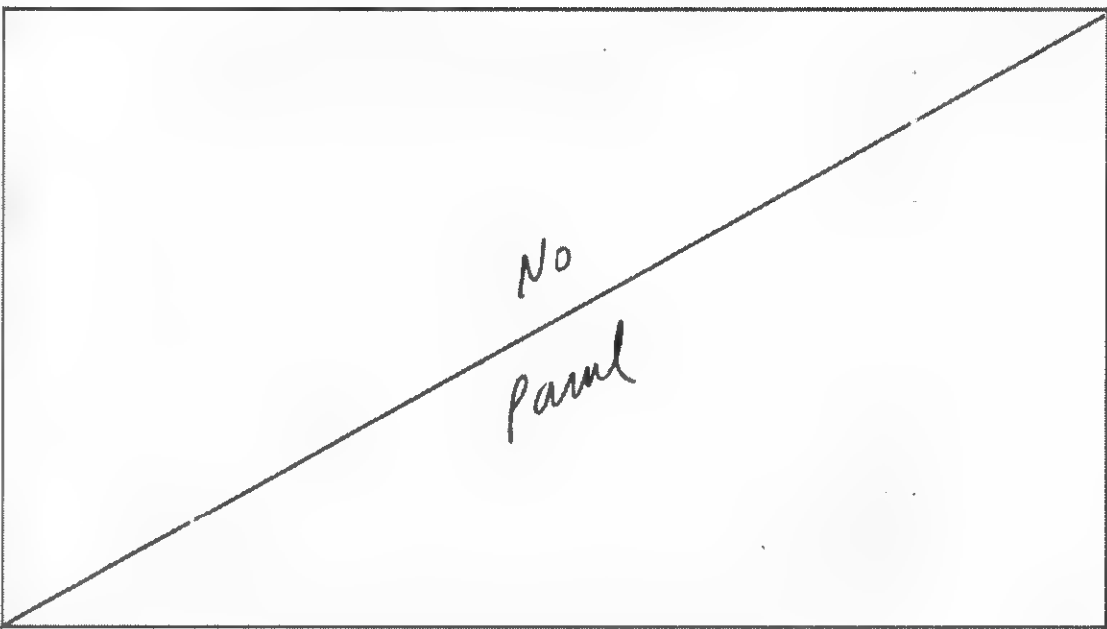
ADVENTURE TIME



Sc. 94 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



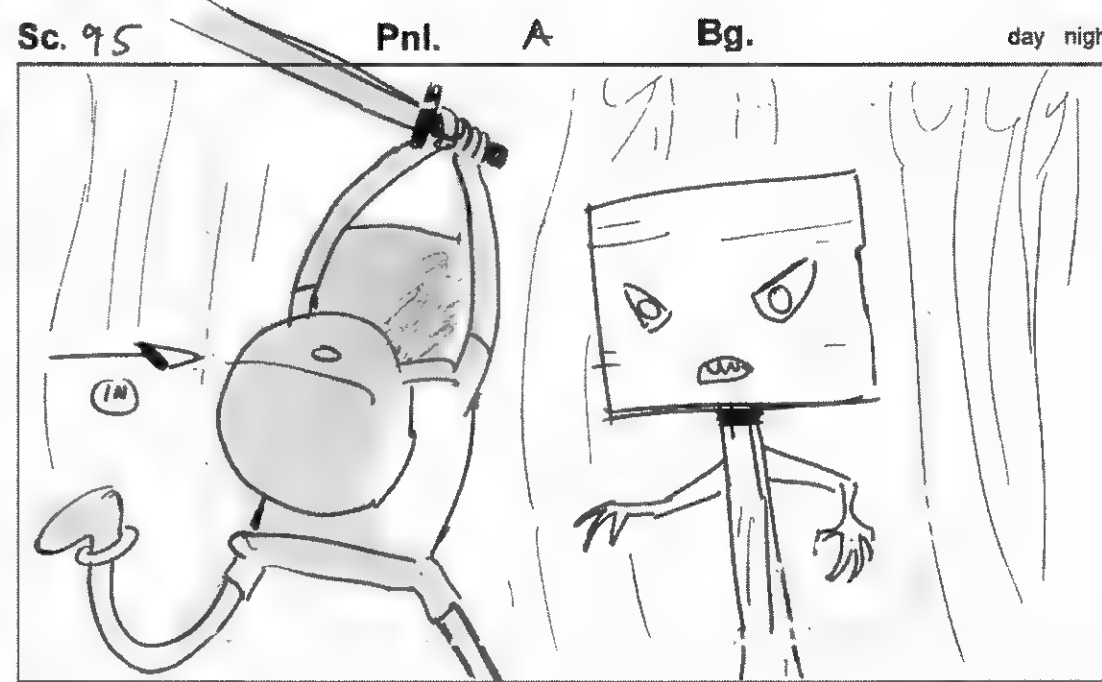
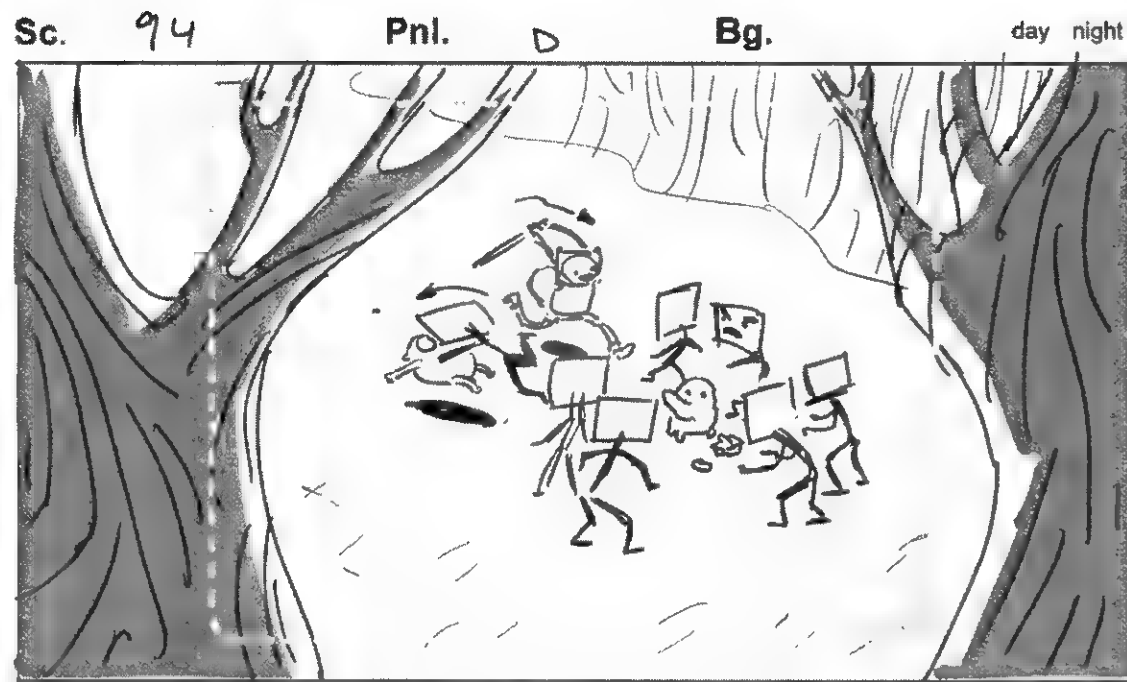
Dialog:	(F) Yaaa! (J) Yaaa!
Action:	
Timing:	

EPISODE # 692016
Production :

ADVENTURE TIME



Page 130

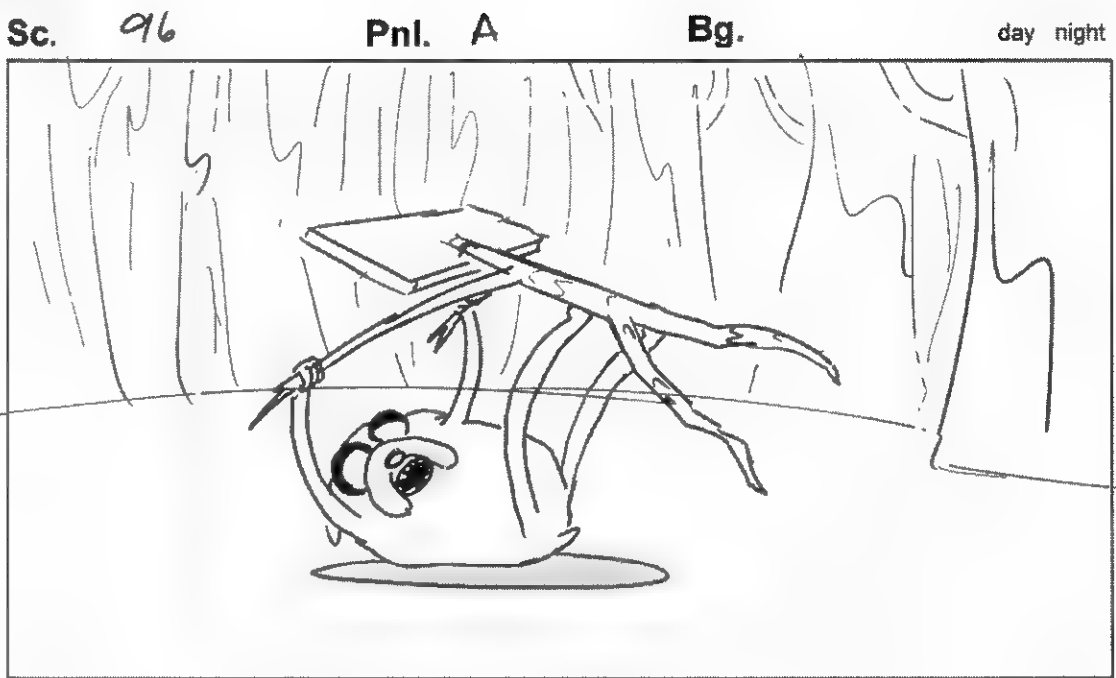
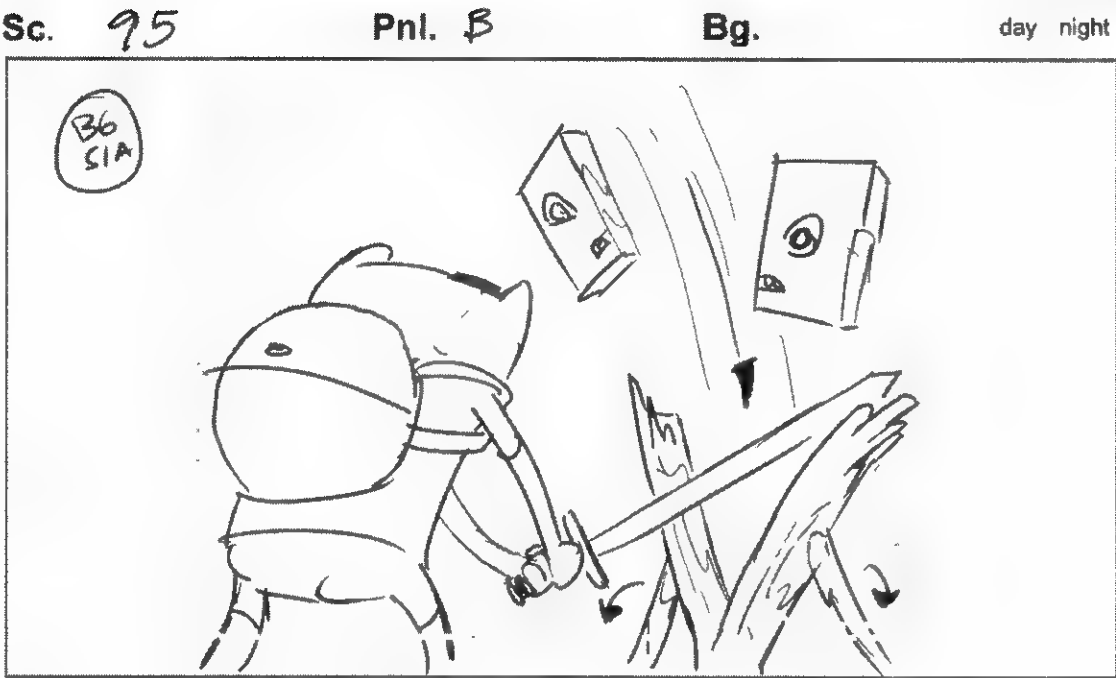


Dialog:	① 000 F!
Action:	Jake gets tukled..
Timing:	

EPISODE # 692016

Production :

ADVENTURE TIME



Dialog:	Ⓟ Rah!	Ⓟ SAVE TREE TRUNKS!
Action:		
Timing:		

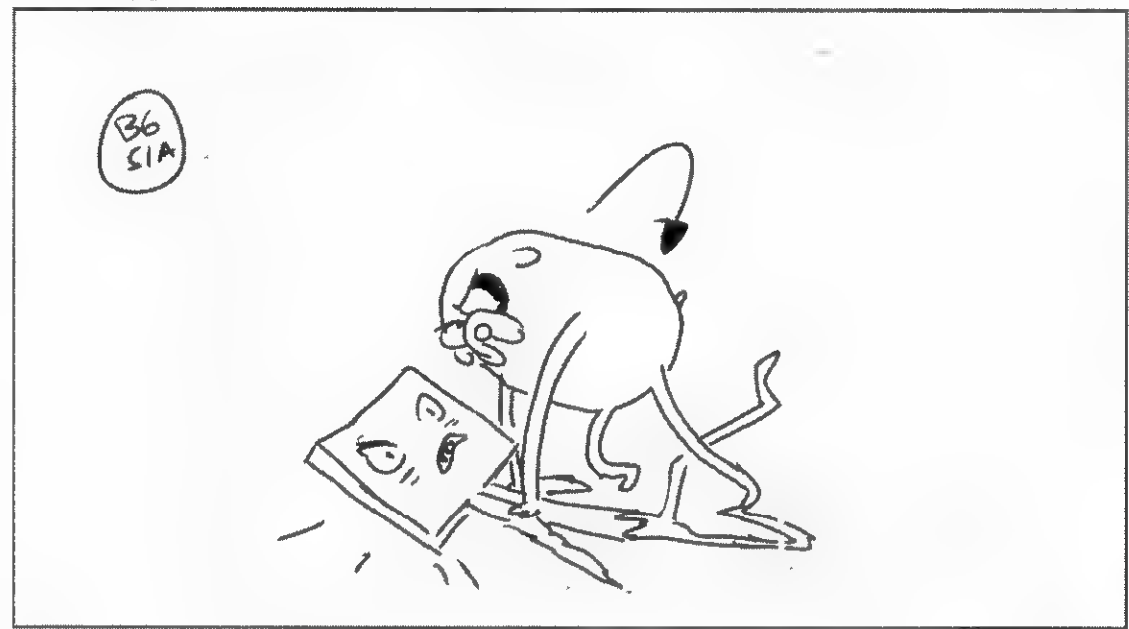
EPISODE # 692016
Production :

ADVENTURE TIME



*Pg. 132Ⓐ Next *

Sc. 96 Pnl. B Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:	(F) ARGHH!!
Action:	
Timing:	

EPISODE # 692016
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Pg. 133 NEXT
Pg. 132 PREV.*

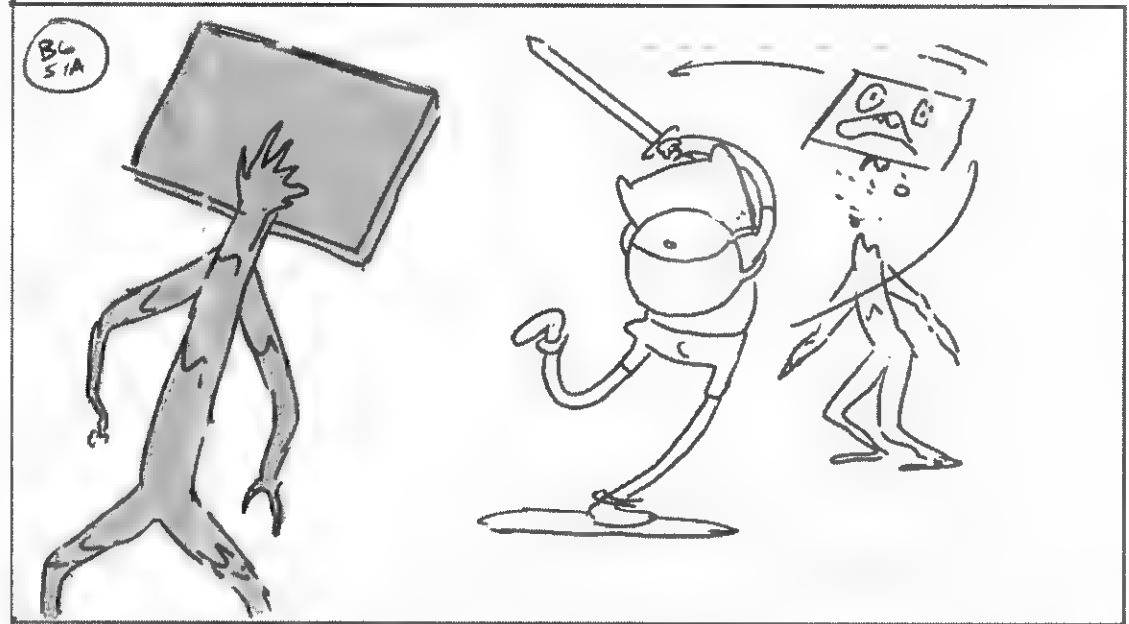
Page 132(A)

Sc. 97

Pnl. B

Bg.

day night



Sc. 97

Pnl. C

Bg.

day night

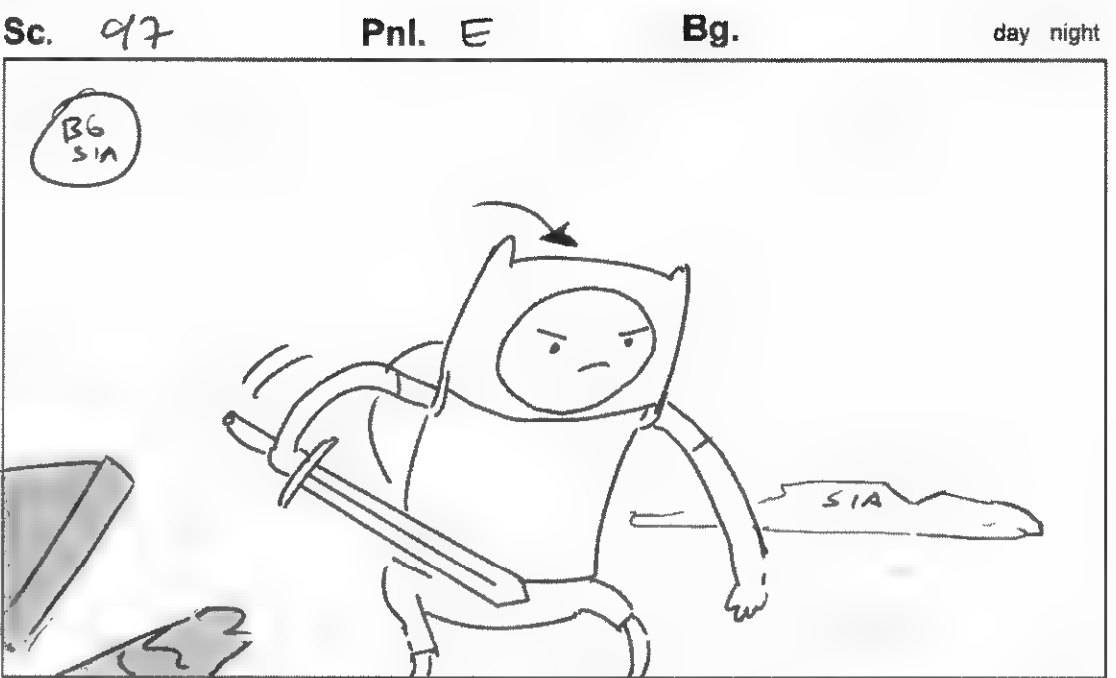
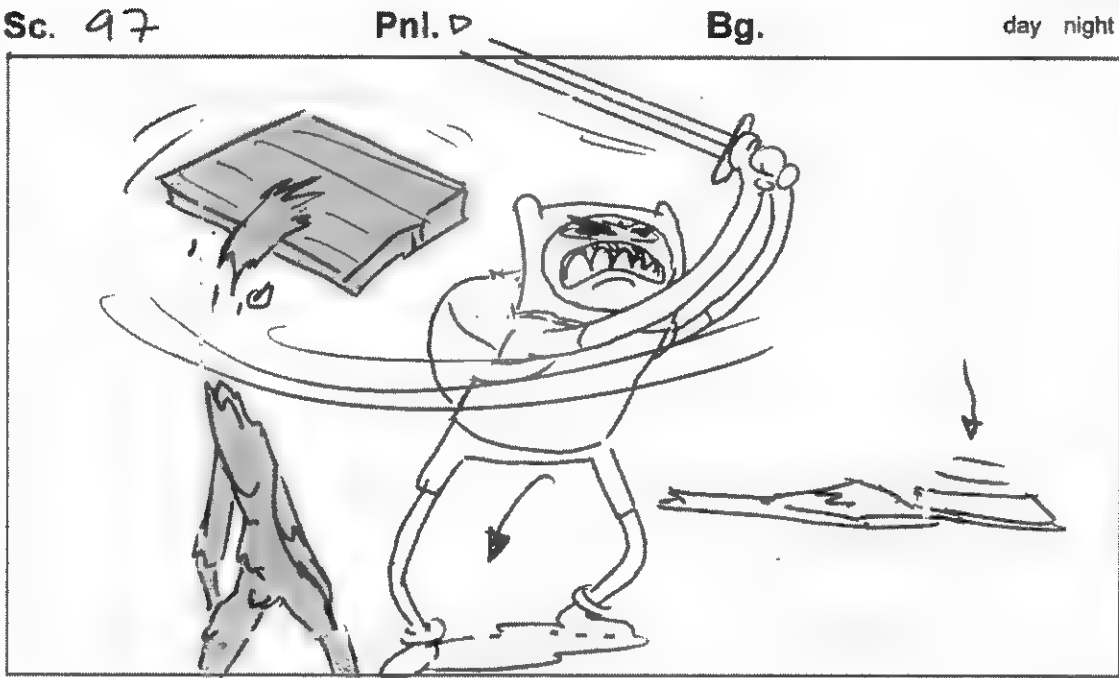
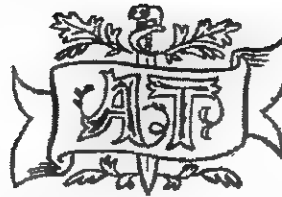


Dialog:
Action:
Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 692016

Production :

DVENTURE TIME



Page 134

98

Pnl.

A

Bg.

day night



Sc.

99

Pnl.

A

Bg.

day night



(TT) hee hee

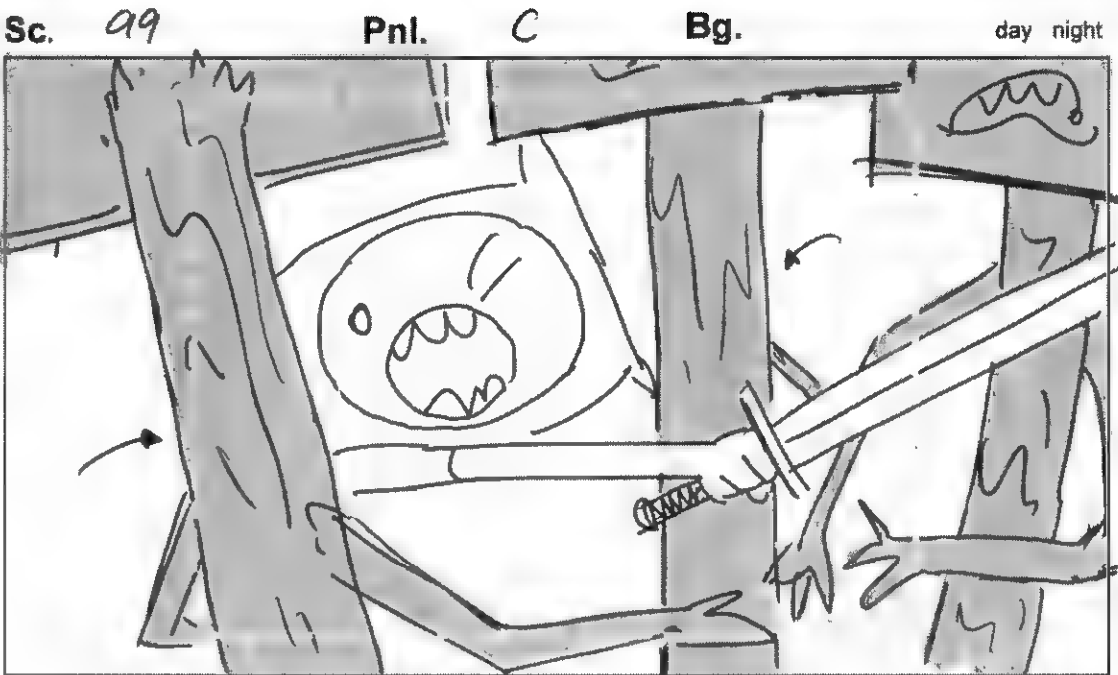
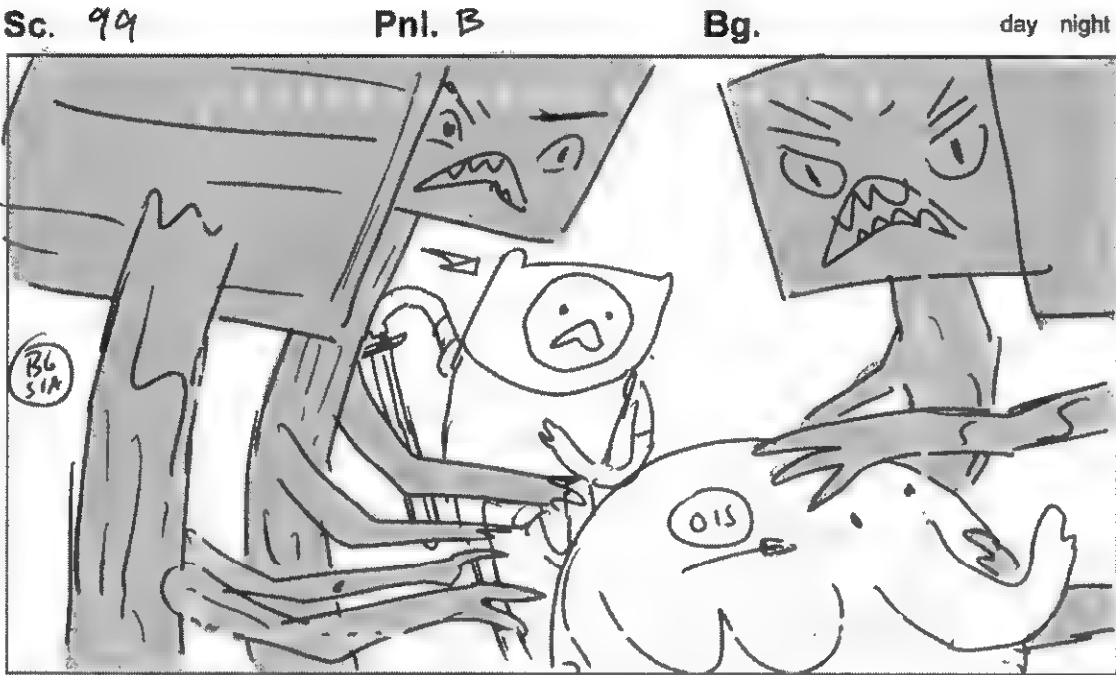
Action:

Timing:

EPISODE # 692016

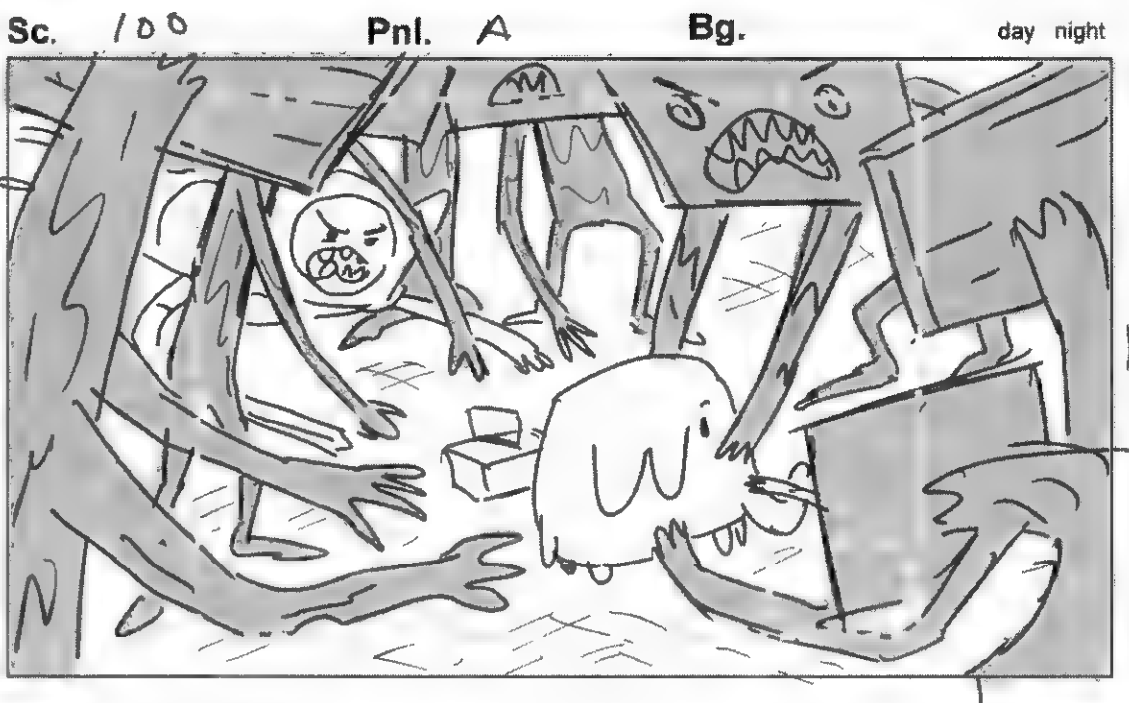
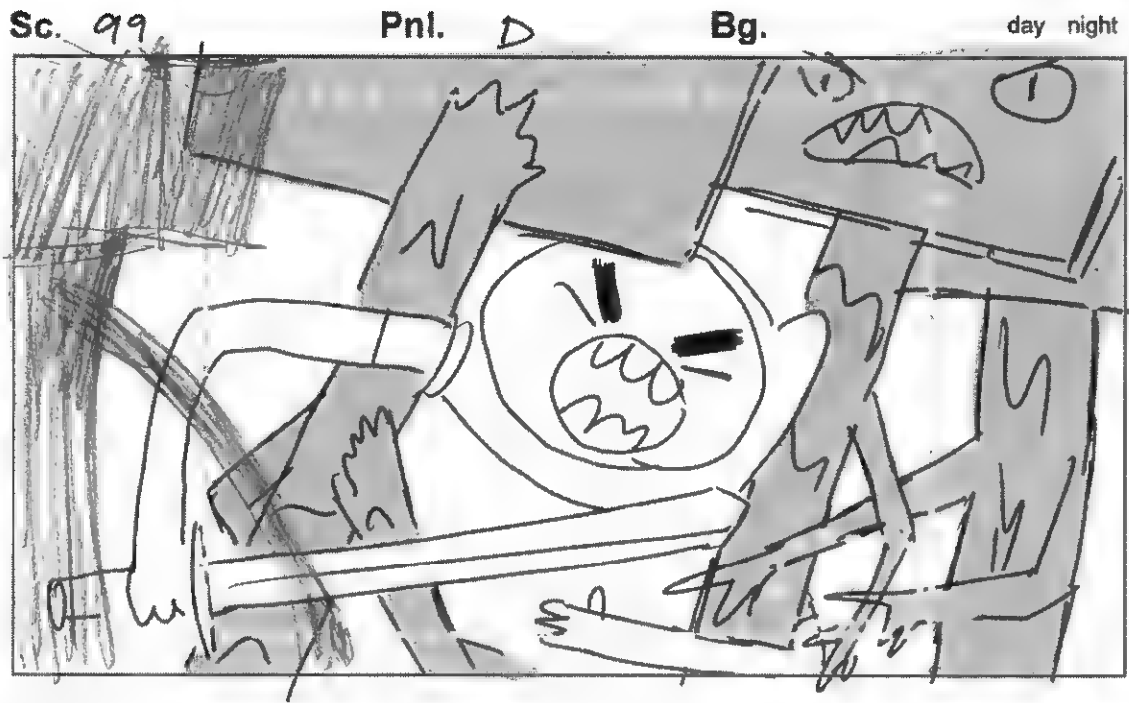
Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

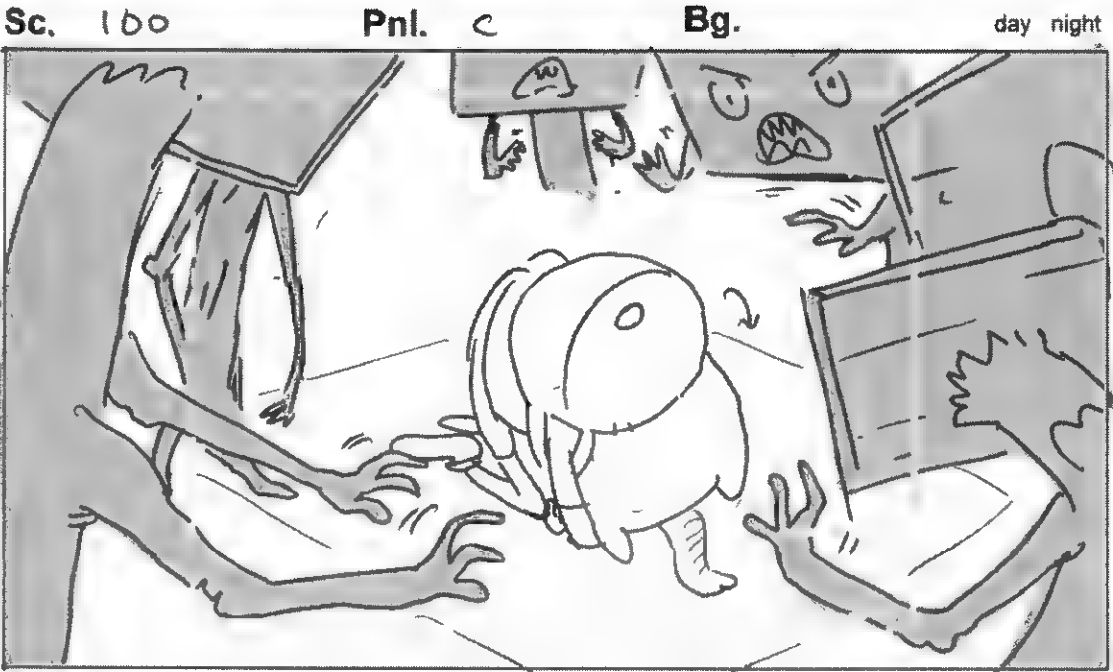
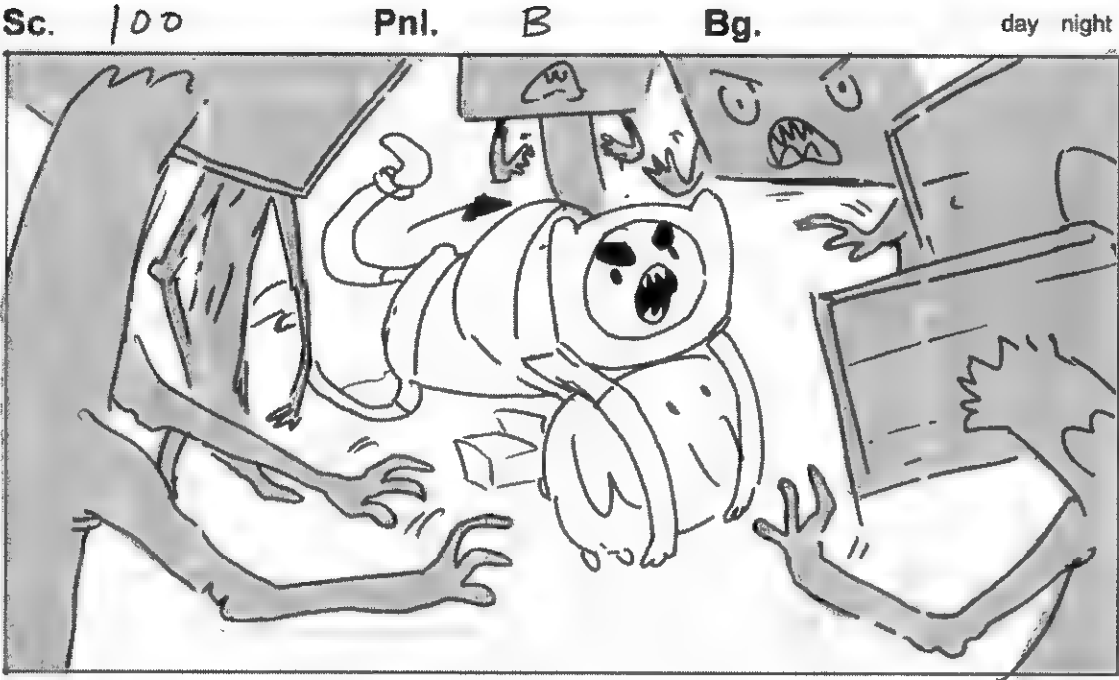
ADVENTURE TIME



Dialog:	<div>Tree ZOMBIES</div> EAT ELEPHANT...
Action:	
Timing:	

EPISODE # 692016
Production :

ADVENTURE TIME



Dialog:	(F) NO!!
Action:	
Timing:	

EPISODE # 692016

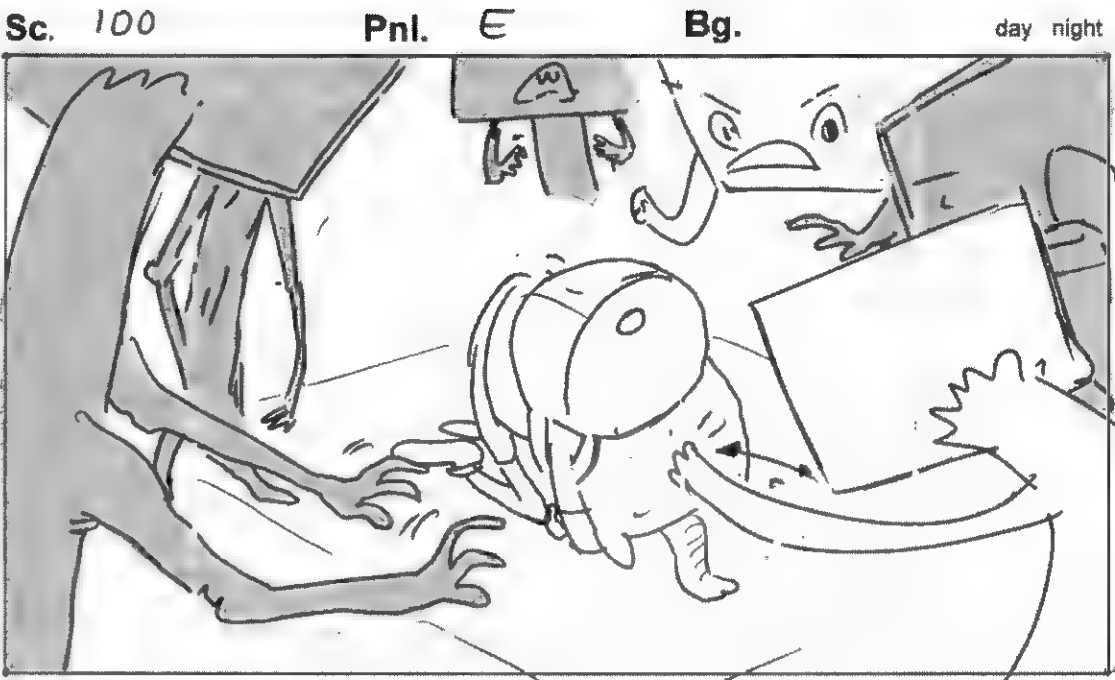
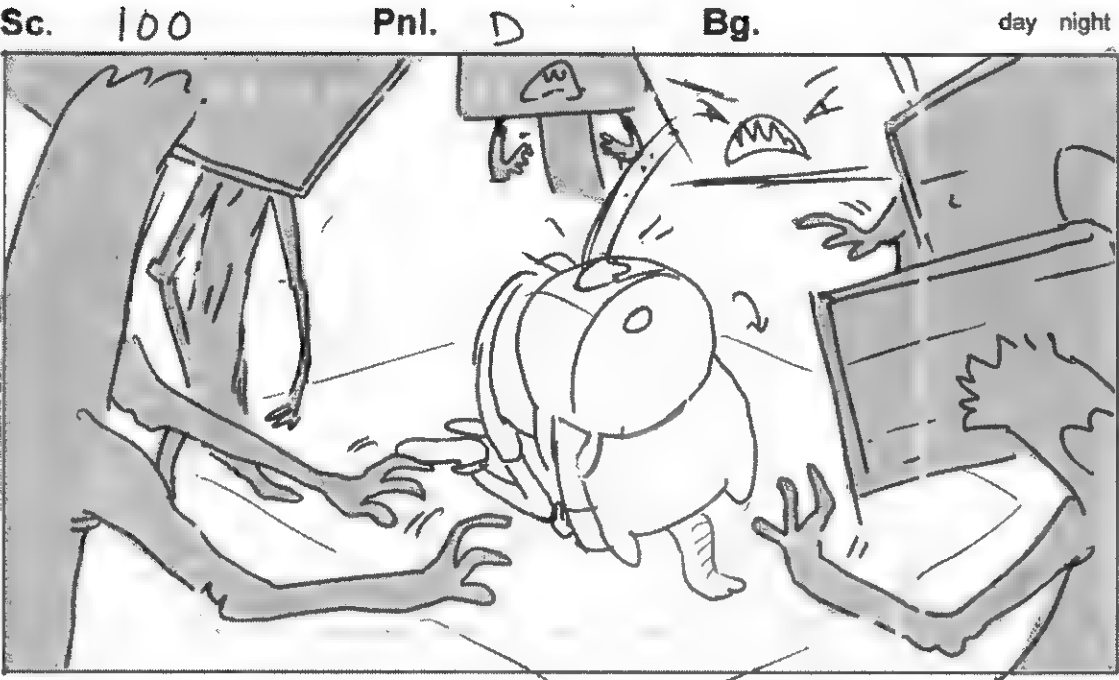
Production :

ADVENTURE TIME



*Pg. 138 @ Next

Page 138

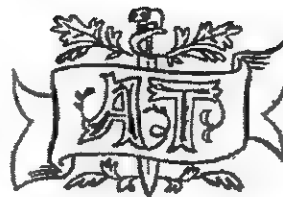


Dialog:
(SMACK!)
Action:
Timing:

SAV
(SMACK!)

EPISODE # 692016 Production :

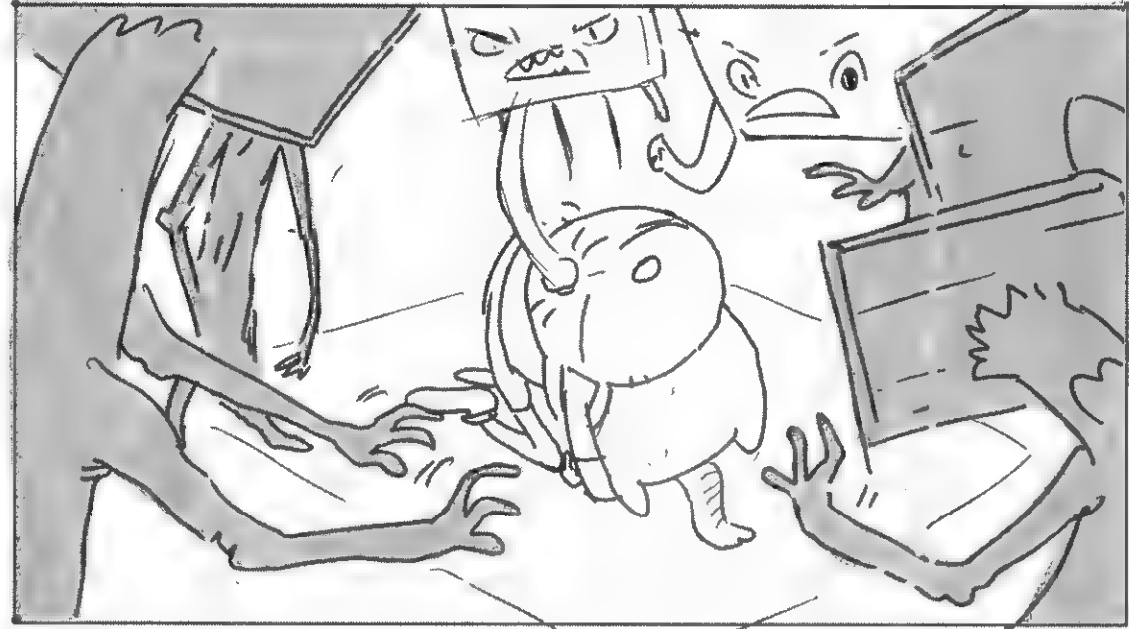
ADVENTURE TIME



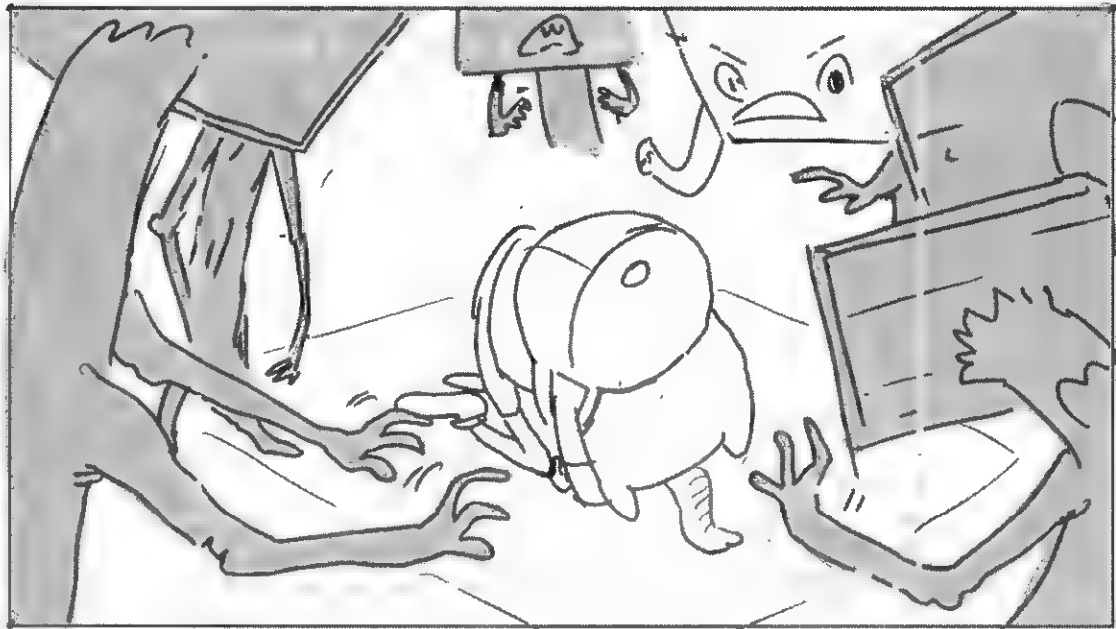
Pg. ~~138~~ ¹³⁹ NEXT
Pg. 138 PREV.

Page 138(A)

Sc. 100 Pnl. F Bg. day night



Sc. 100 Pnl. G Bg. day night



Dialog:
(SMACK!)
Action:
Timing:

EPISODE # 692016
Production :

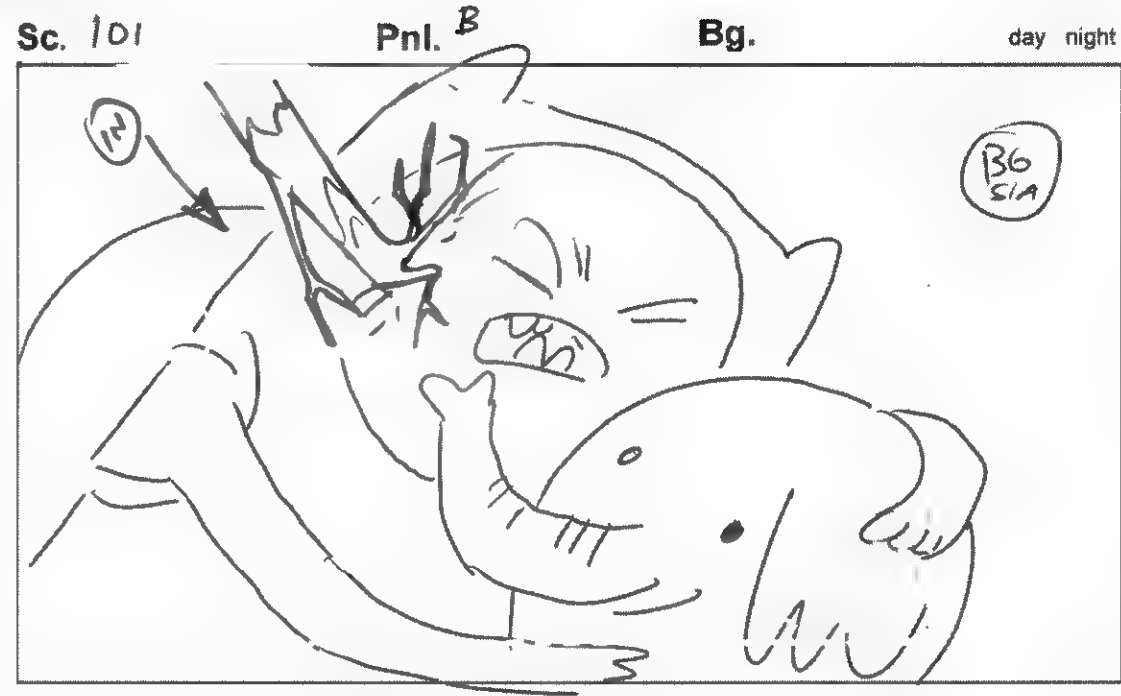
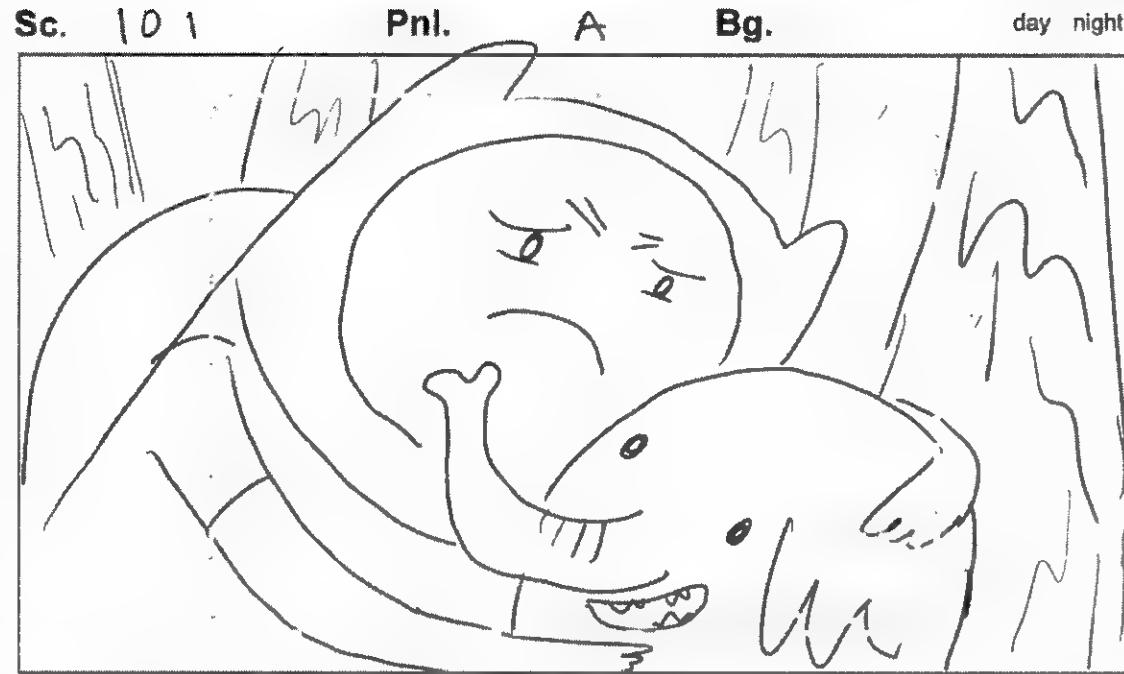
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



* Pg 139 (A) NEXT
Pg. 138 (A) PREV.

Page 139



Dialog:	(TT) Aw.. what a nice hug..	SAX! (SMACK)
Action:		
Timing:		

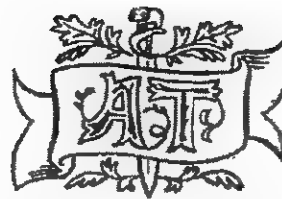
692016

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Pg. 139 Ⓟ NEXT #
Pg. 139 PREV

Page 139 Ⓐ

Sc. 101

Pnl. C

Bg.

day night



Sc. 101

Pnl. D

Bg.

day night



Dialog:

ⓕ I'M NOT HUGGING YOU...

SFX!
(SMACK)

Action:

Timing:

EPISODE # 692016

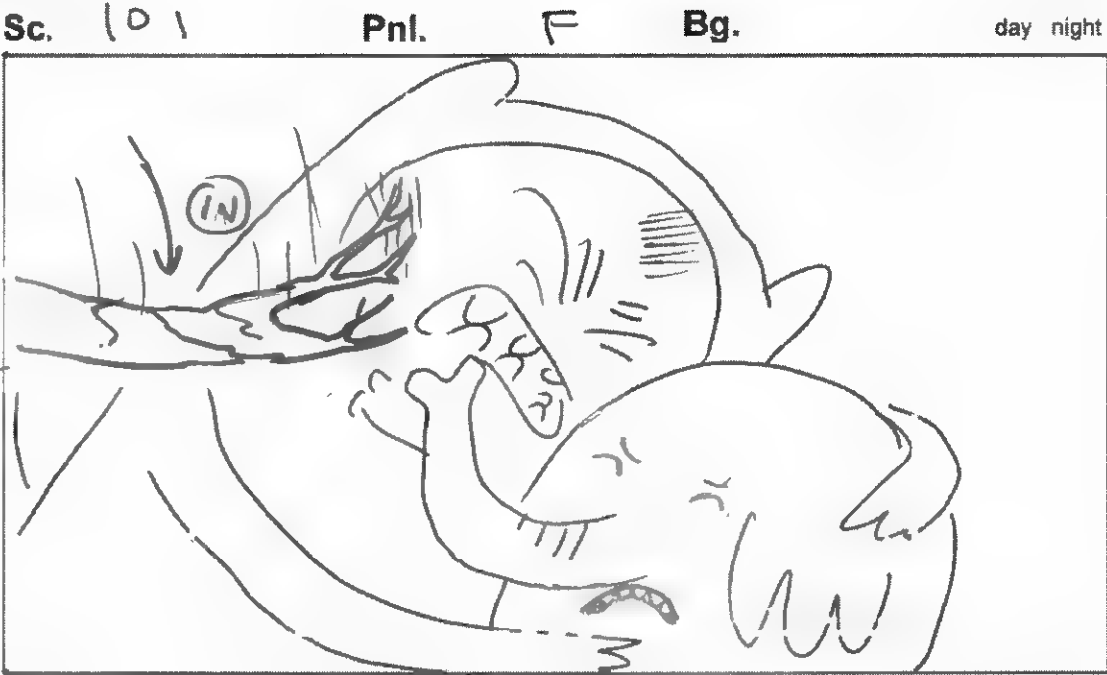
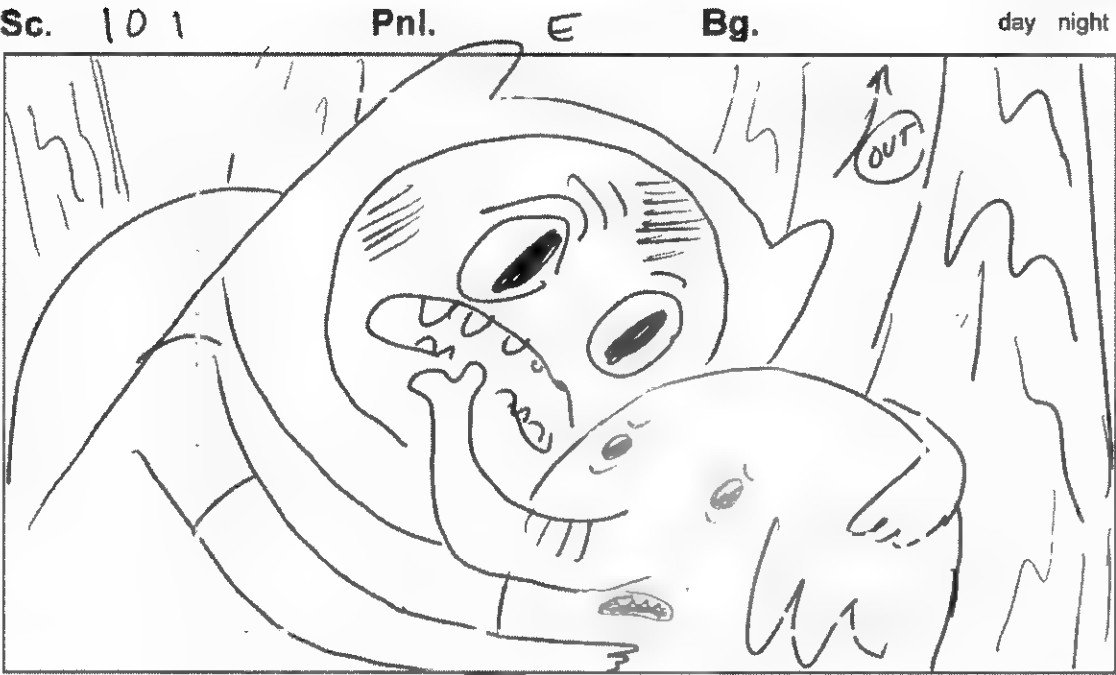
Production :

ADVENTURE TIME



* Pg. 139 (C) NEXT *
Pg. 138 (A) PREV. *

Page 139 (B)



Dialog:	(F) I'M TRYING TO ... SFX! (SMACK)
Action:	
Timing:	

EPISODE # 692016

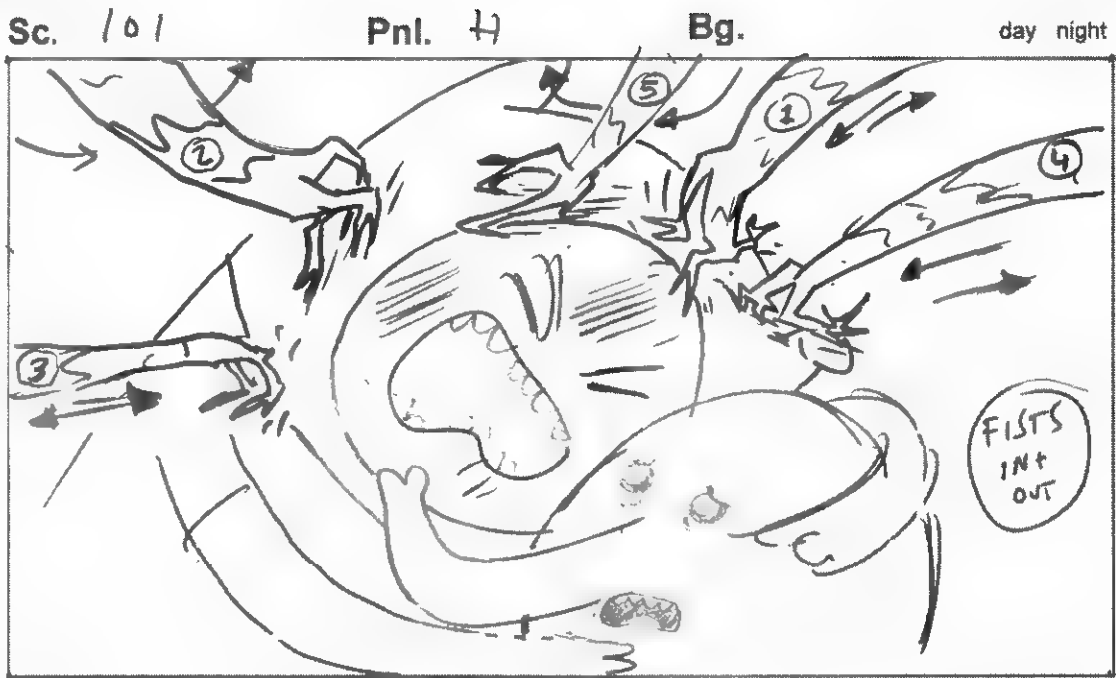
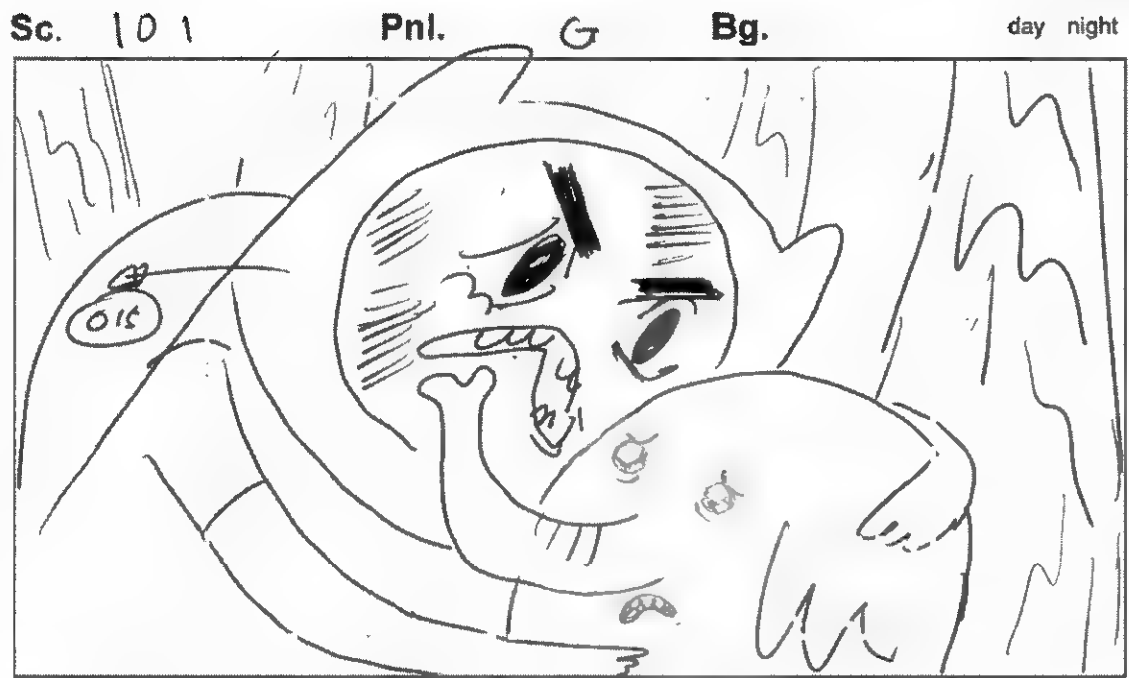
Production :

ADVENTURE TIME



* Pg. 140 NEXT
Pg. 139 (B) PREV. *

Page 139 (C)



Dialog:	(F) SAVE YOUR LIFE! (F) ^{SAY!} AHhhh.. THERE! TOO MANY! ① ② ③ ④ (TT) AWWW.. ⑤
Action:	
Timing:	

EPISODE # 909126
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



* Pg. 139 © PREV. *

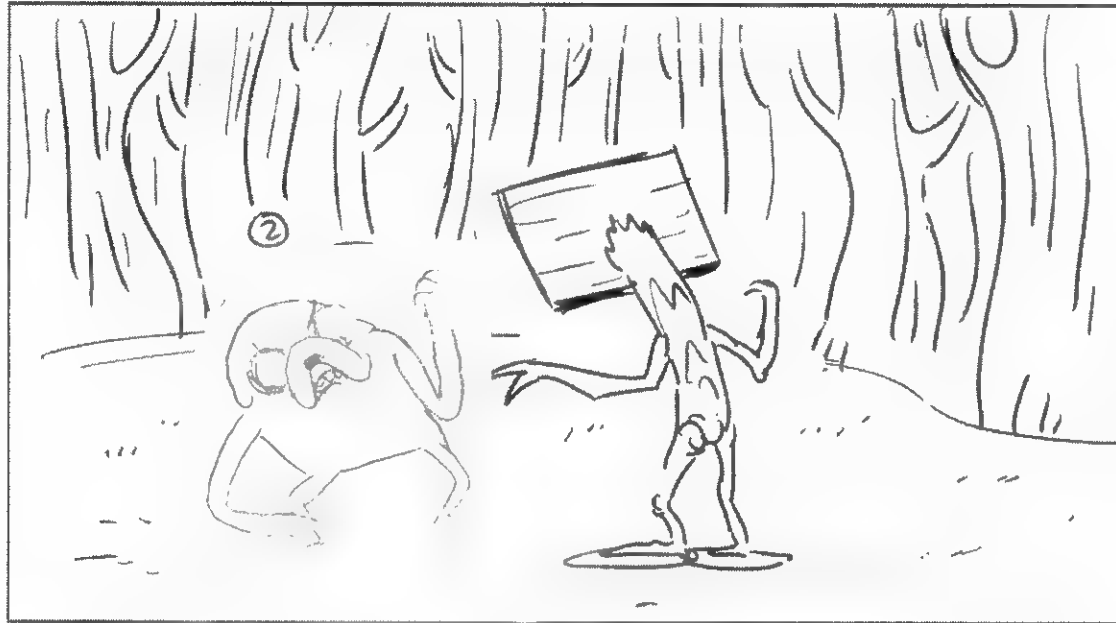
Page 140

Sc. 102

Pnl. A

Bg.

day night

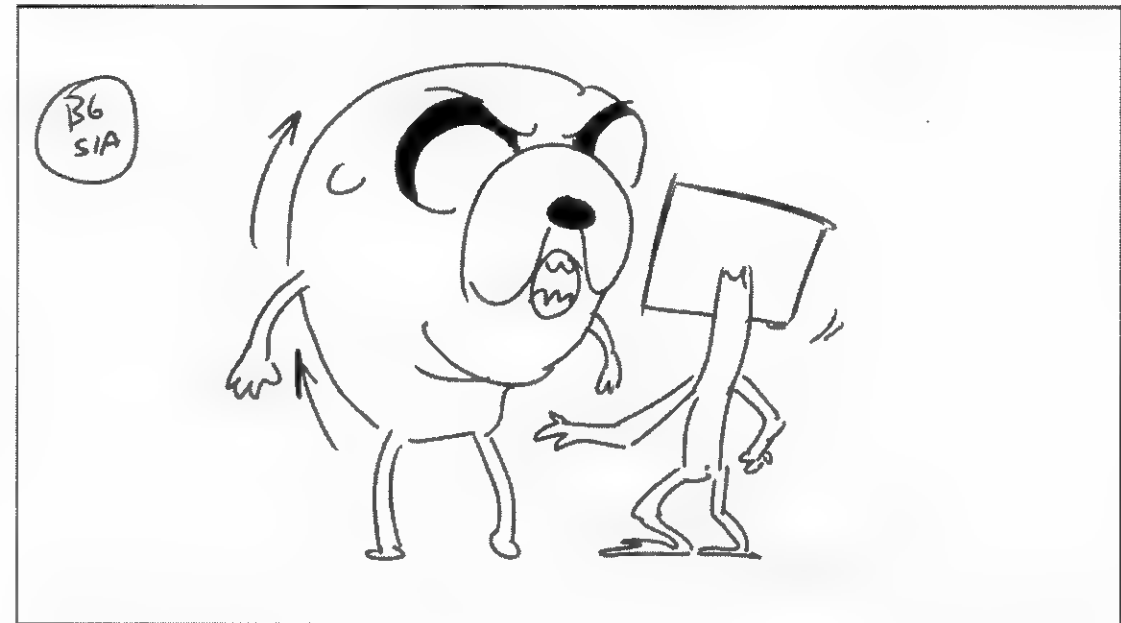


Sc. 102

Pnl. B

Bg.

day night



Dialog:

① FINN!?
② —

① (≡ GROWL ≡)

Action:

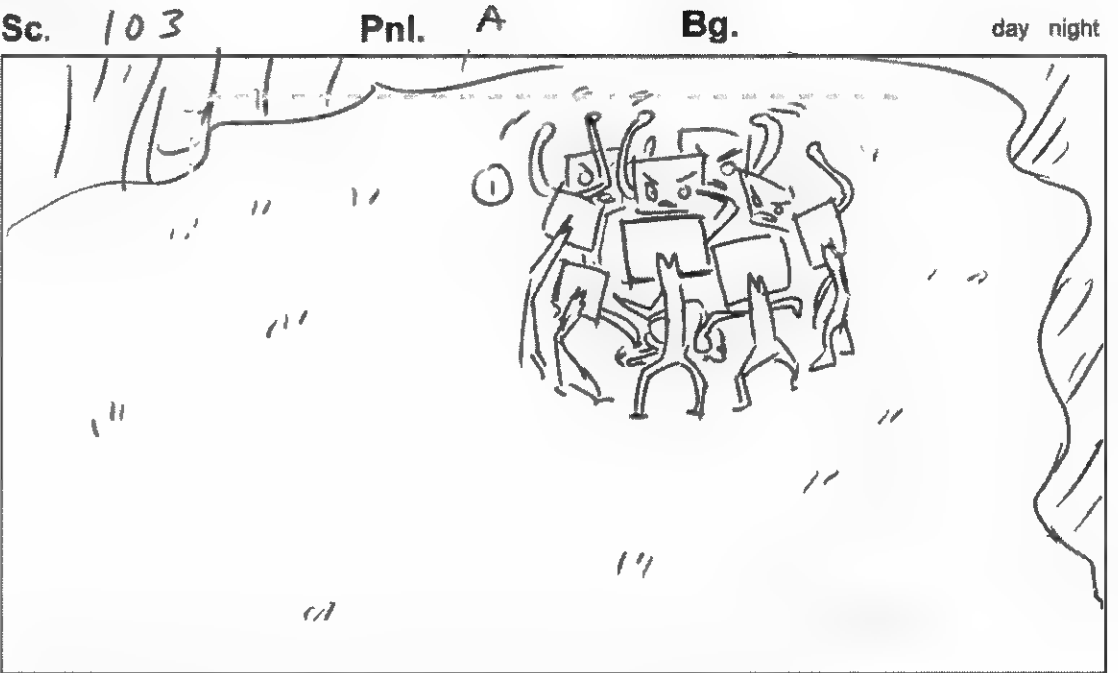
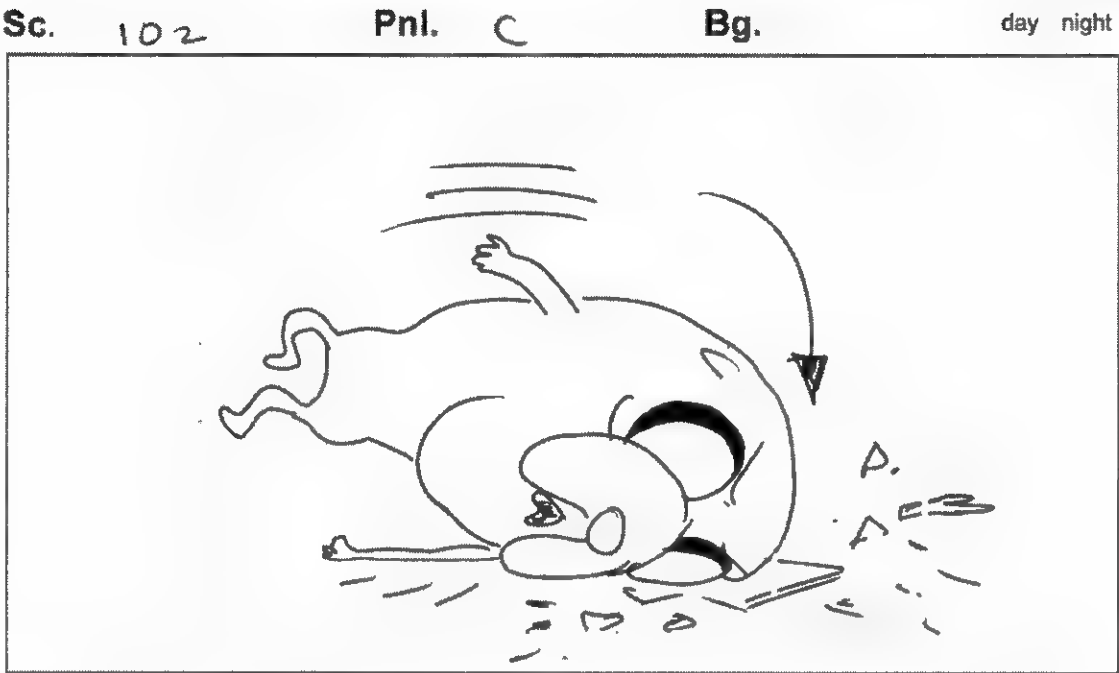


Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Dialog:	SFX (SMASH!)	SFX (MULTIPLE SMACKS!!) (F) Oh! argh! yipes!
Action:		cycle ① → ② (ALL TWO SC. 103) *UNLESS NOTED *
Timing:		

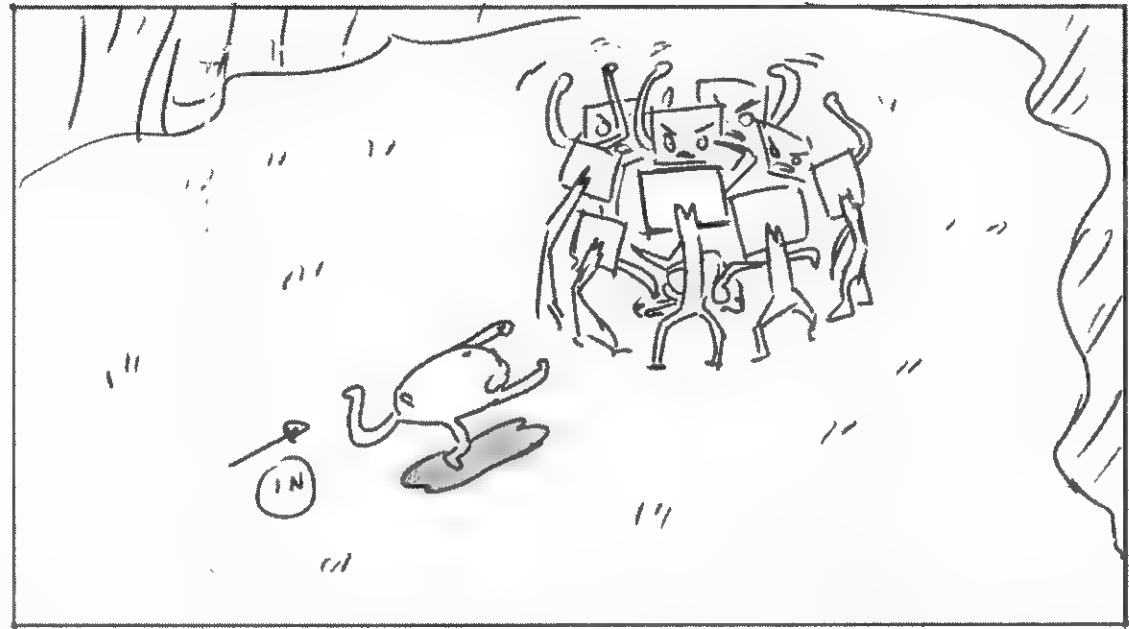
EPISODE # 692016
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 103 Pnl. B Bg. day night

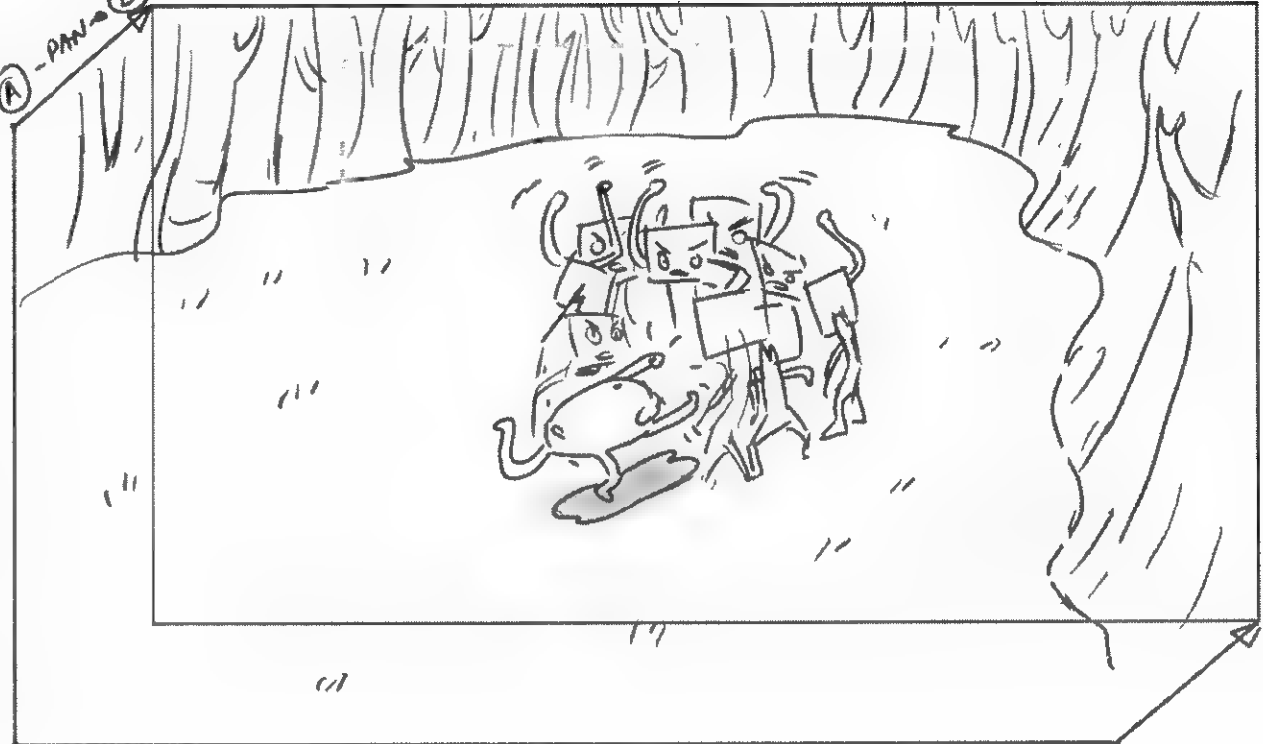


Dialog: SAY
(MULTIPLE SMACKS!!)
① AAAHHH!!!

Action:

Timing:

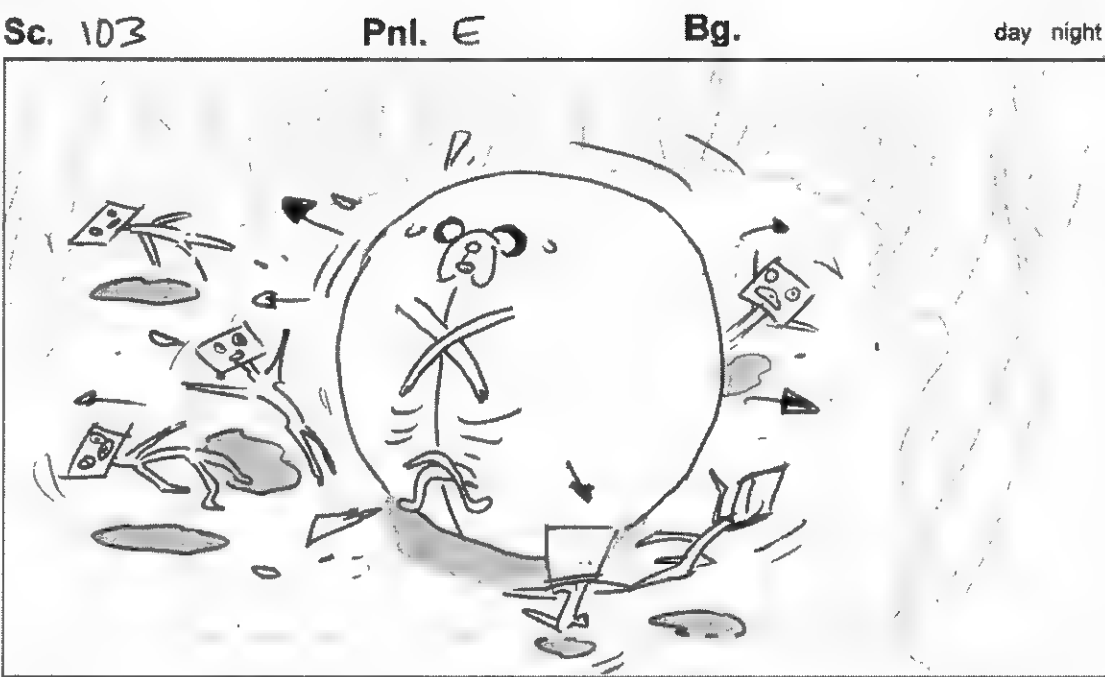
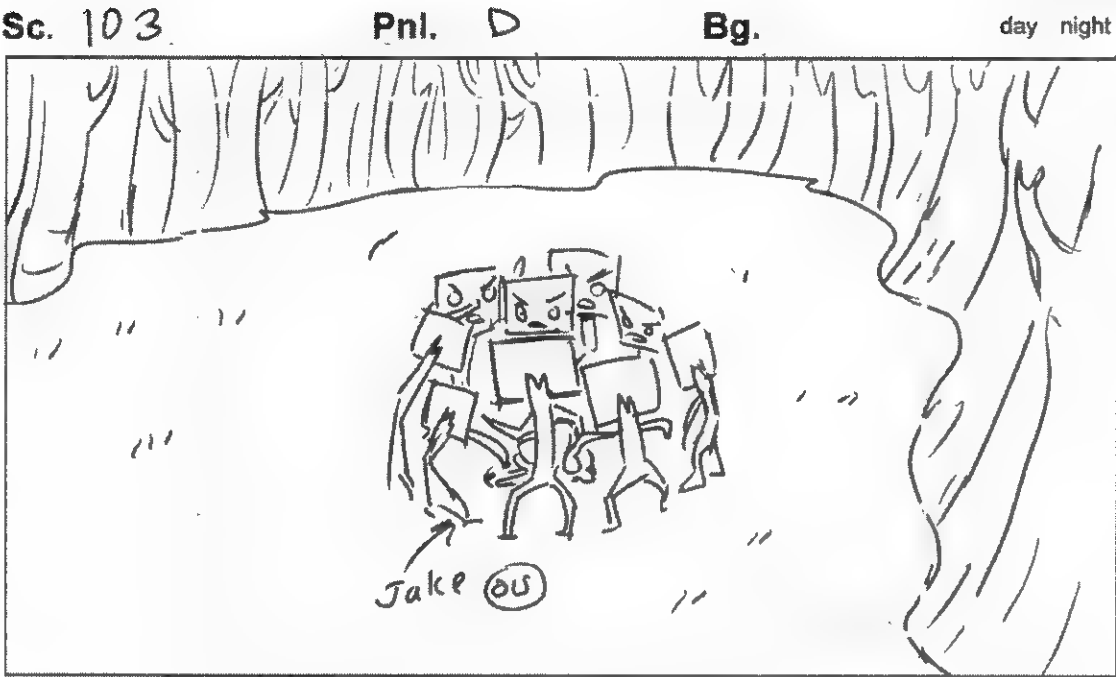
Sc. 103 Pnl. C Bg. day night



692016

Production :

ADVENTURE TIME



Dialog:	(Shout Beat)	ⓐ (GROWL !!)
Action:		
Timing:	→ ↘	

ADVENTURE TIME

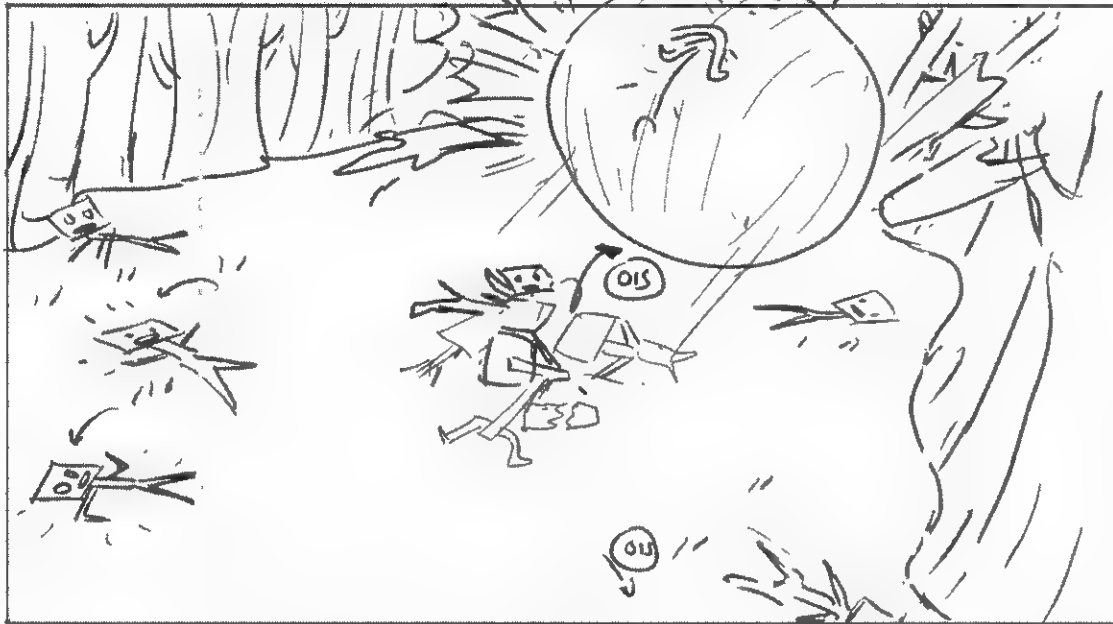


Sc. 103

Pnl. F

Bg.

day night

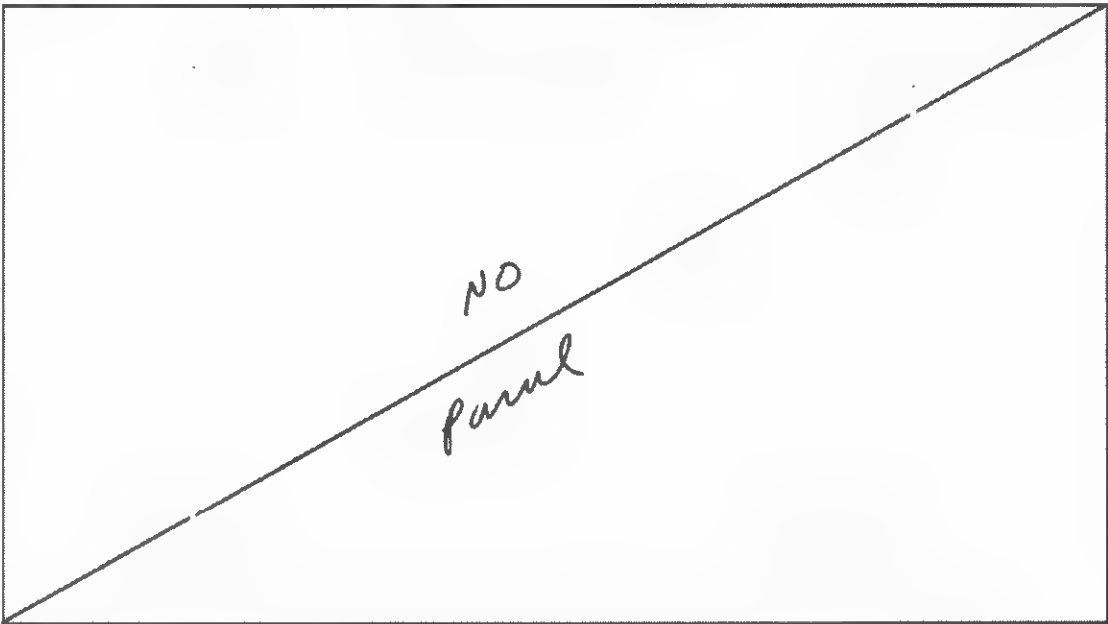


Sc.

Pnl.

Bg.

day night



Dialog:
<p style="text-align: center;"><u>SFX</u> (CRASH!!)</p>
Action:
<p>Jake crashes thru trees AND ROLLS (OIS) ↗</p>
Timing:

EPISODE # 692016

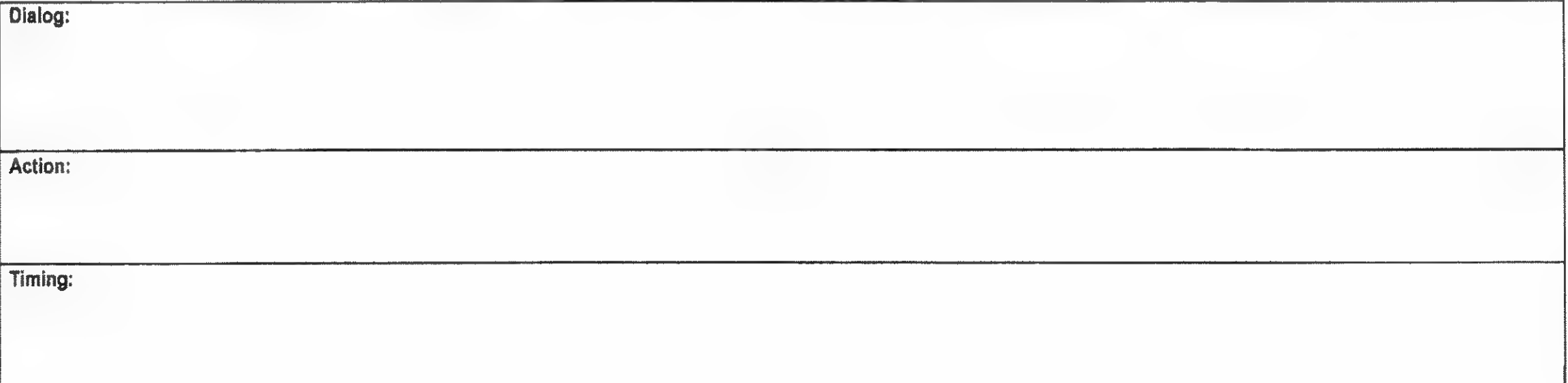
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this source, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Sc.

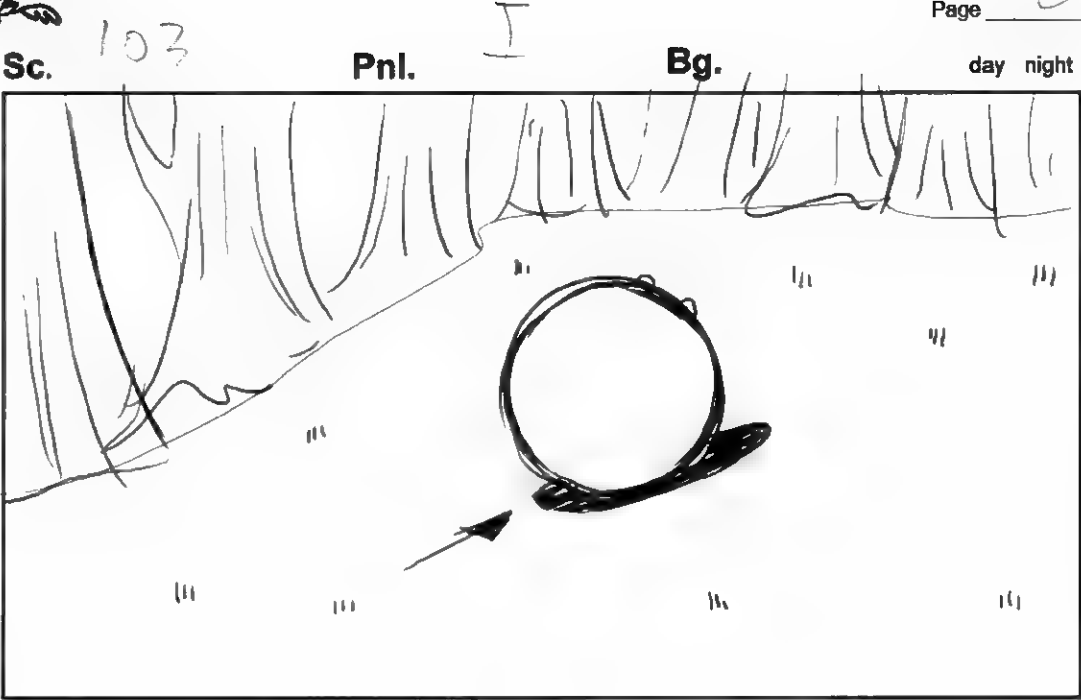
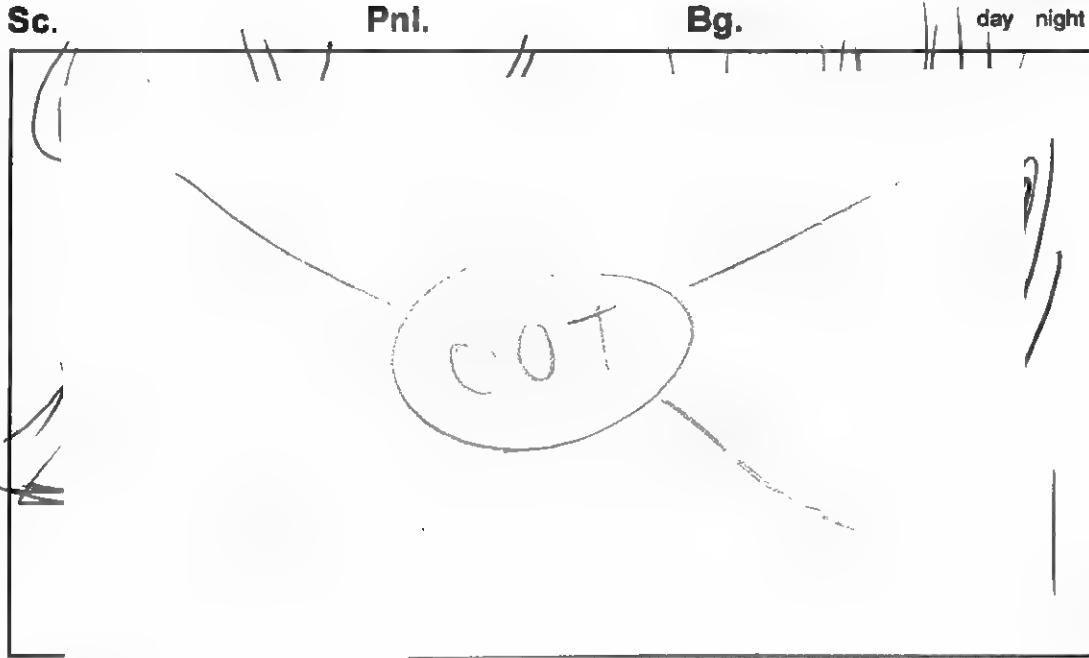
day night



Production:

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

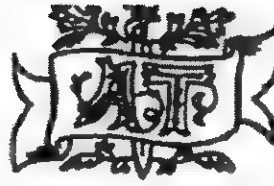
ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 692016
Production :

ADVENTURE TIME

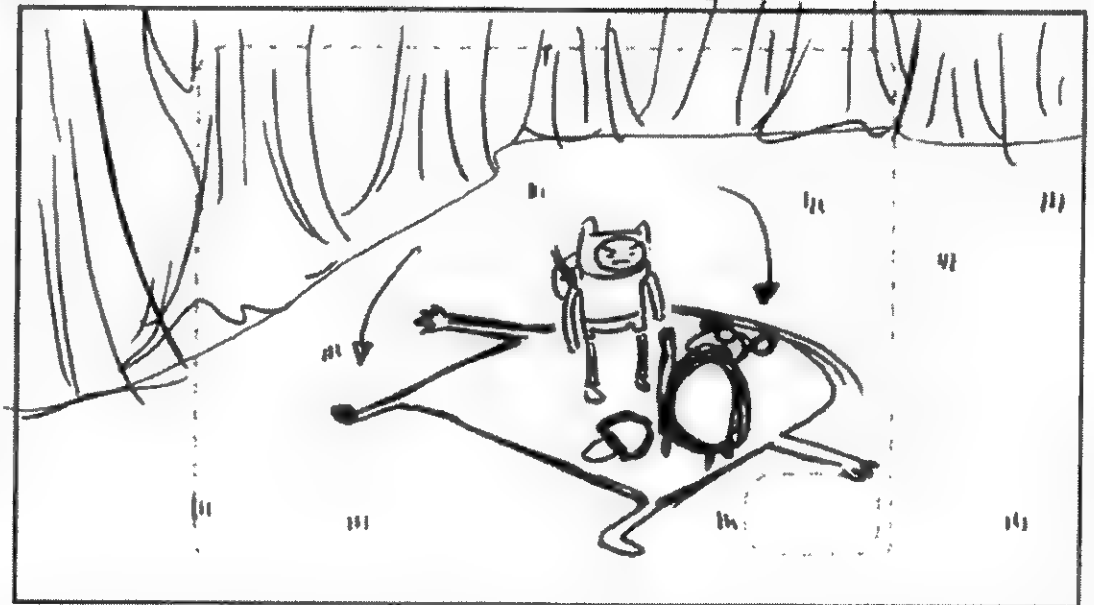



Page 147

Sc. 103 Pnl. J Bg. day night



Sc. Pnl. K Bg. day night



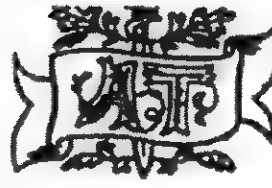
Dialog:	
Action:	
Timing:	

EPISODE # 692016

Production :

© 2010 The network is the property of The Cartoon Network, Inc. It is prohibited and unlawful to copy from this script. Confirmed to not be reproduced, copied, or used for any purpose without the written permission of The Cartoon Network, Inc.

ADVENTURE TIME



(NEXT PG. 152)

Page 148

Sc.

103

Pnl.

L

Bg.

day night



Sc.

104

Pnl.

A

Bg.

day night



EPISODE # 692016

Dialog

(TT)

oh Finn...

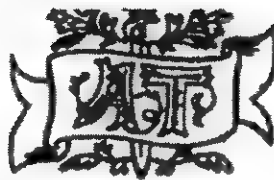
Action

Time

(T)

that tea party was
creamier than a big
old biscuit.

ADVENTURE TIME



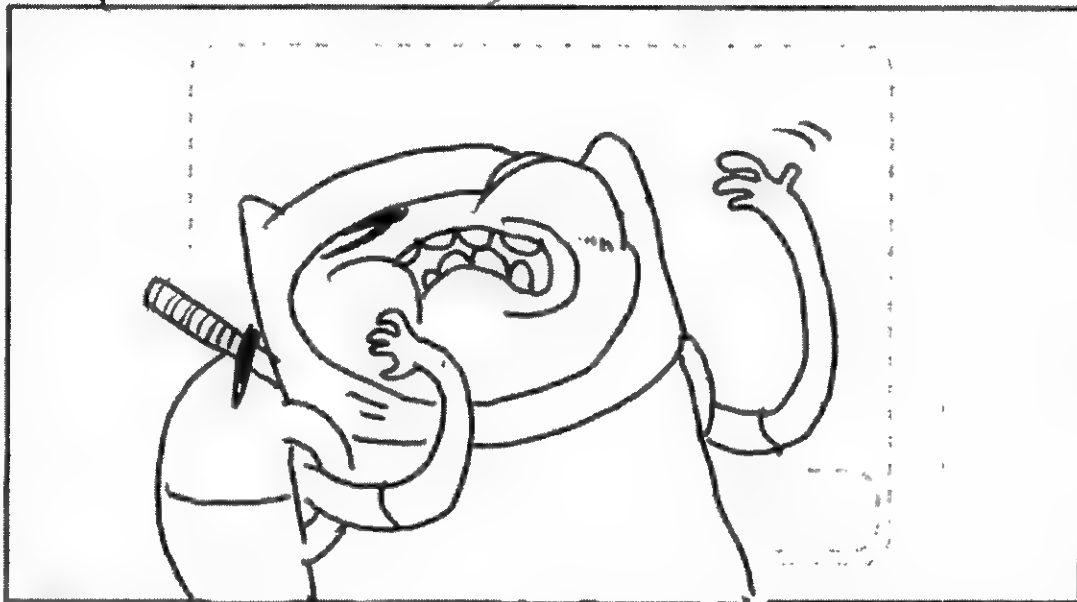
PRE 100 1-143)

Sc. 106

Pnl. B

Bg.

day night



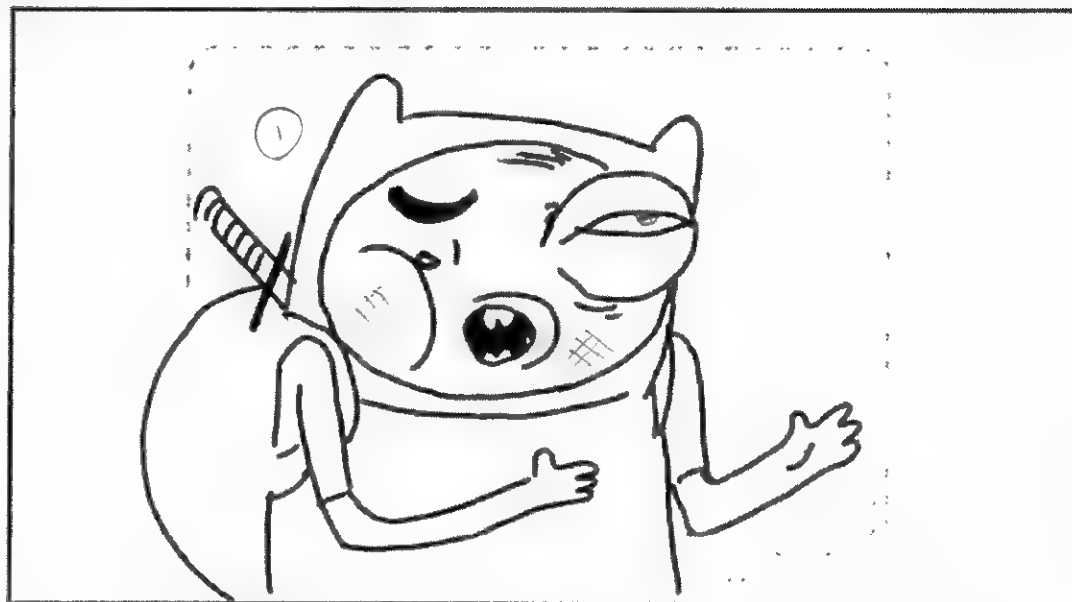
Sc.

Pnl. C

Bg.

day night

Page 152



Dialog:

- F: AARRRR!

Action:

Timing:

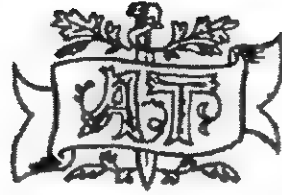
F: Tree trunks you were almost killed by those enchanted wood beasts! I'm all jacked up because of you!! look at my jacked up Face!



EPISODE # 692016

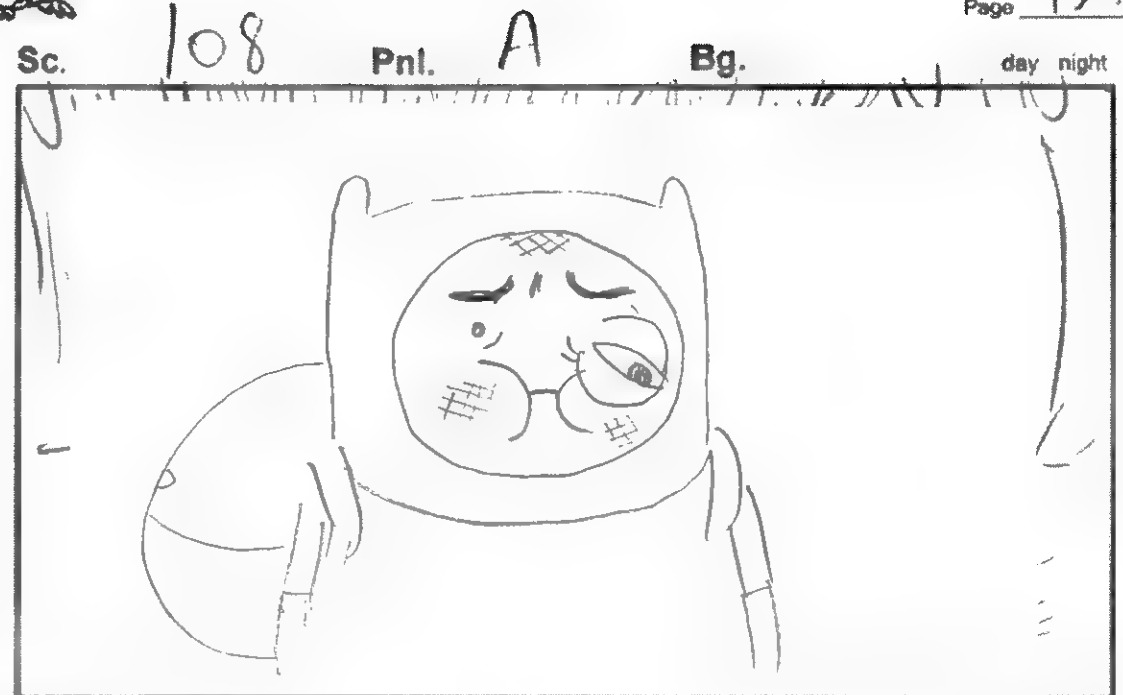
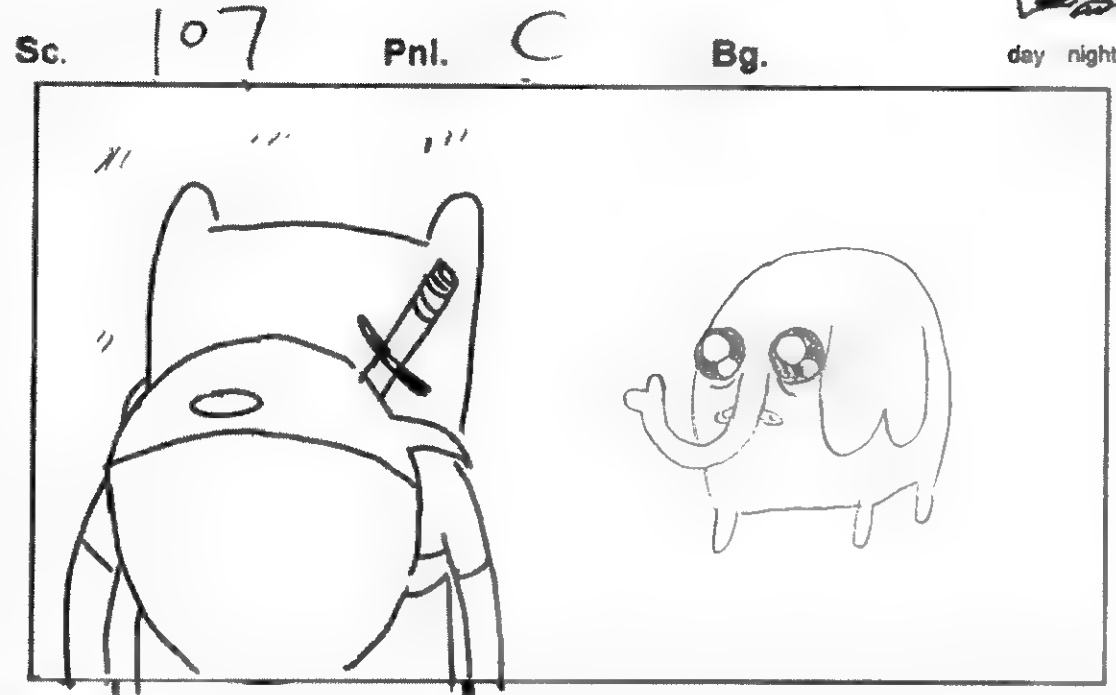
Production :

ADVENTURE TIME



(NO Pg. 153)

Page 154



Dialog:	TT: re you mad at me?
Action:	
Timing:	

(eyes quiver)

EPISODE # 692016

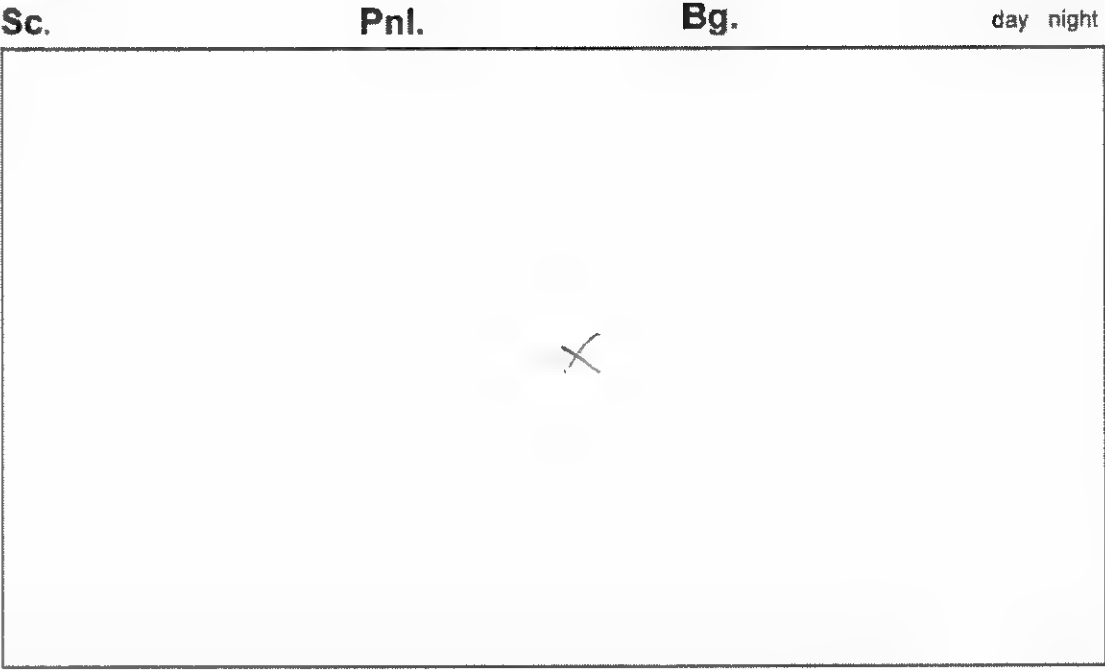
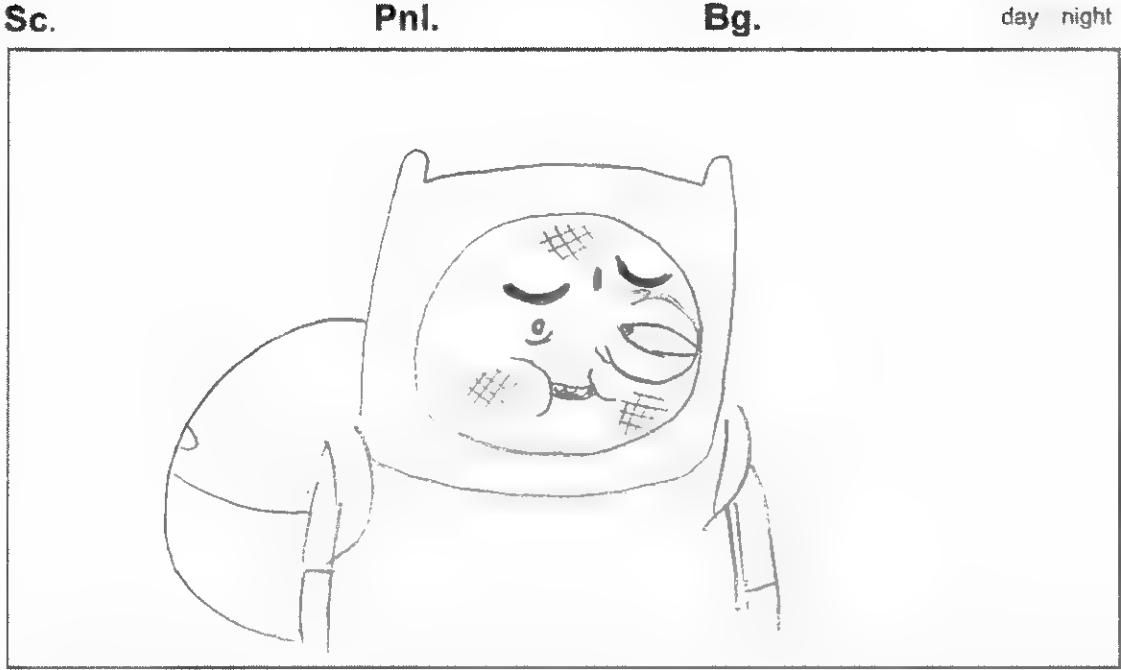
Production :

89

ADVENTURE TIME



Page 154 A



Dialog:
(F) No.
Action:
Finn's big eye rolls left.
Timing:

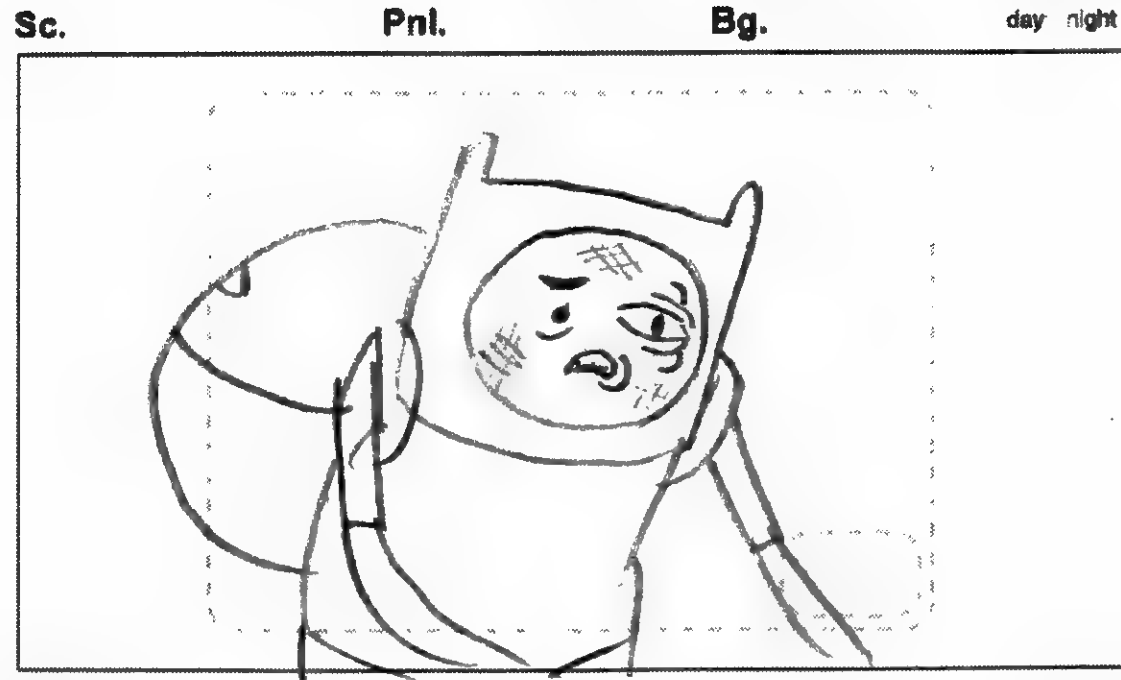
EPISODE # 692016

Production :

ADVENTURE TIME



Page 154B



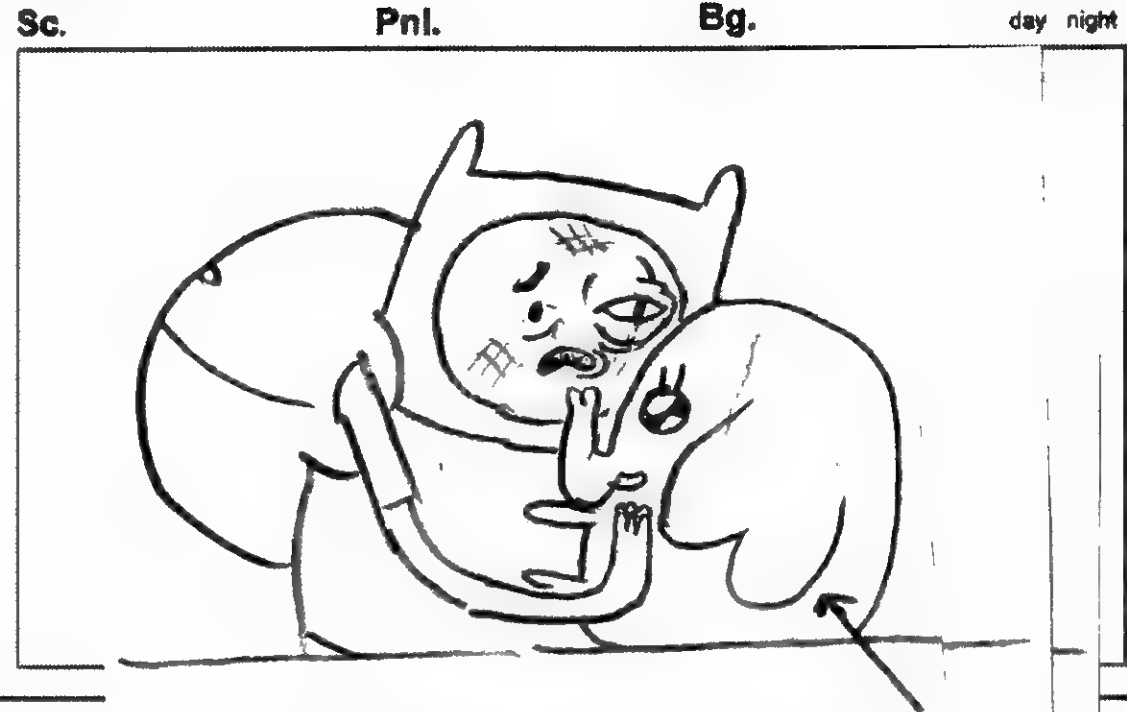
Dialog:

(F!)

I'm not

Action:

Timing:



(F!) Mad at you..

EPISODE # 692016

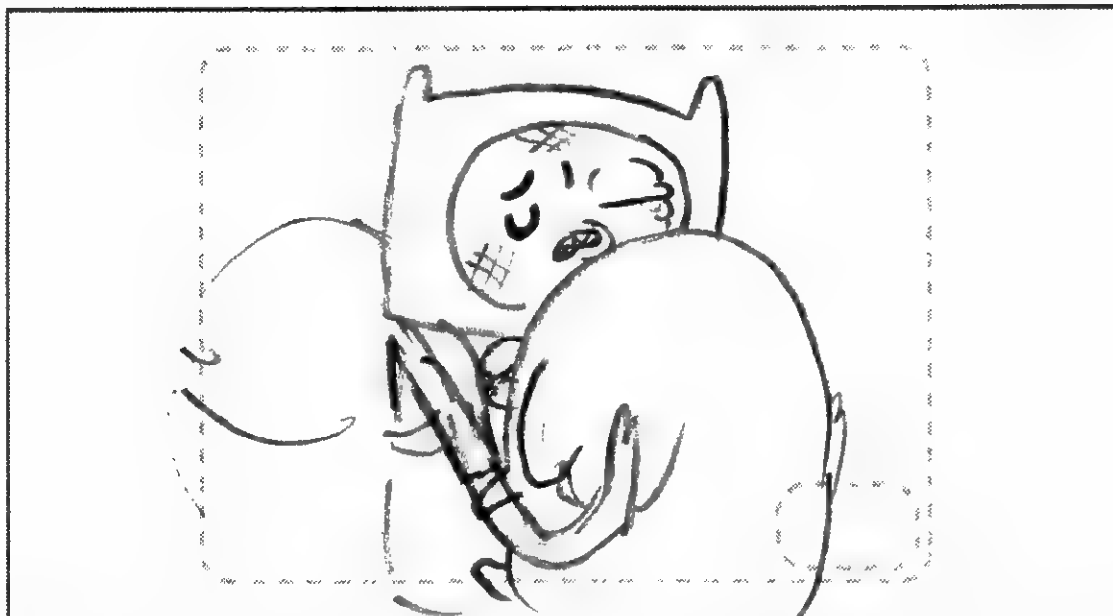
Production :

ADVENTURE TIME



Page 154c

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:	<p>Ⓕ You're too fricken cute. for me to be mad at you.</p>
Action:	<p>Ⓖ Really?</p> <p>(eyes quiver)</p>
Timing:	

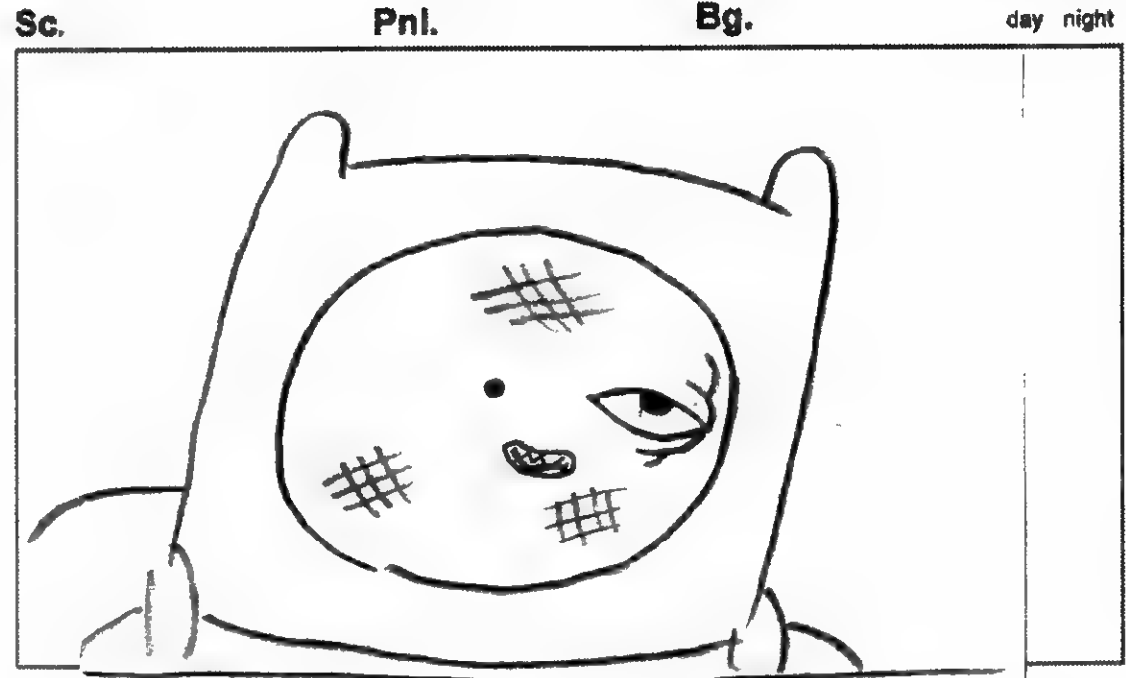
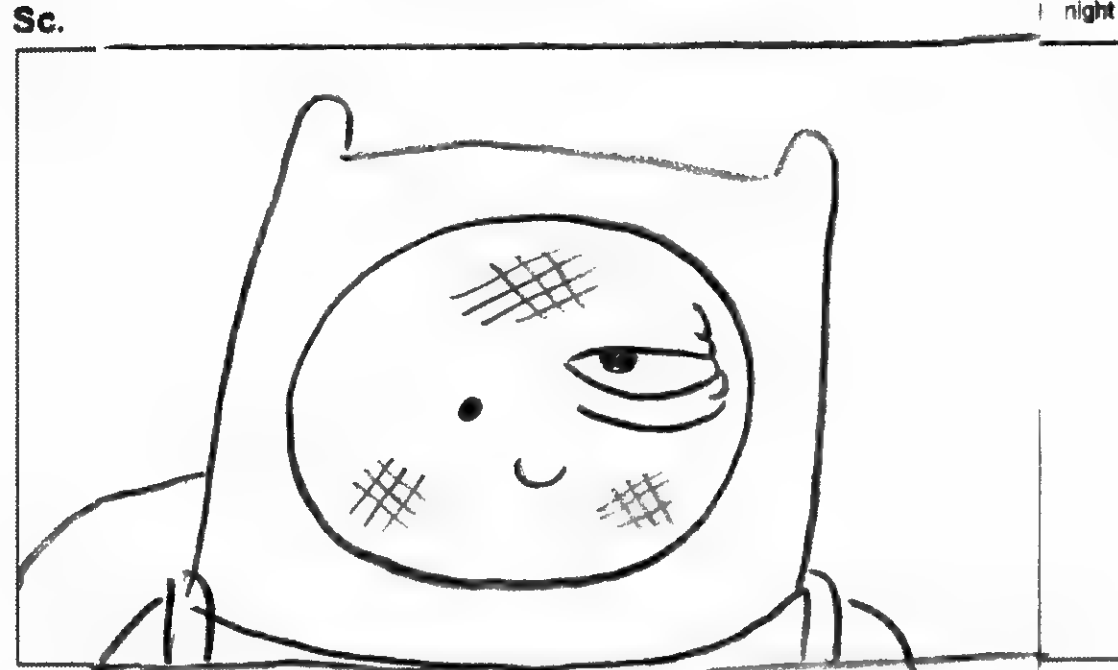
EPISODE # 692016

Production :

ADVENTURE TIME



Page 154 D



Dialog

(F) mmm. hmm!

Action:

Timings:

(F) and You're a top notch
adventurer - just as long
as you stay out of
harm's way.

EPISODE # 692016

ADVENTURE TIME

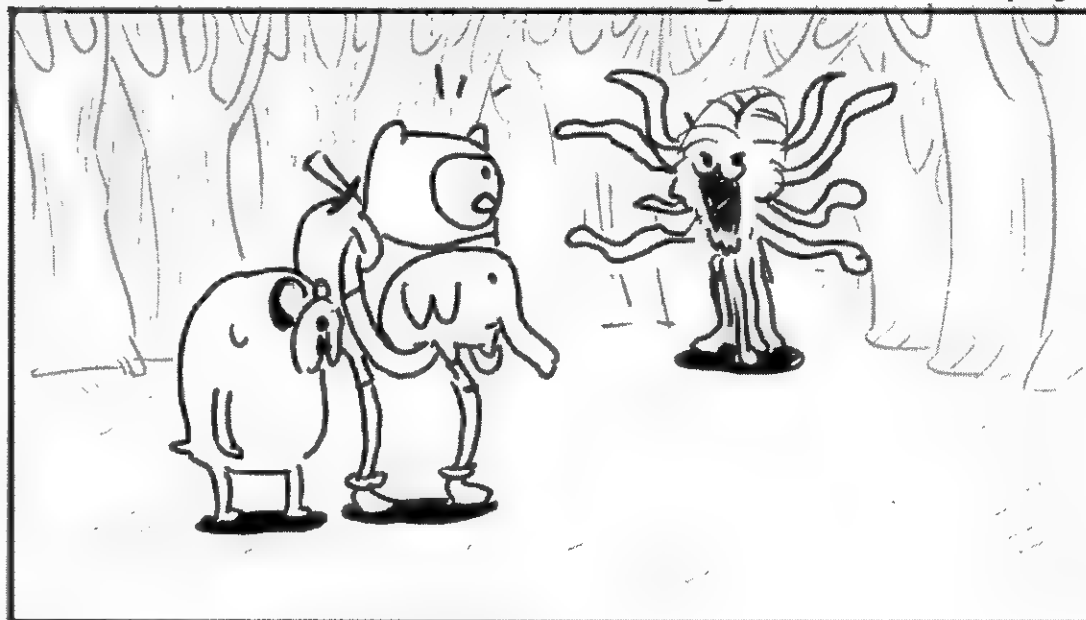


Page 155

Sc. 108 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Di
 (C) new
 & eat
 the heck out of this
 crystal gem apple, together.
 Act
 Tim

= ROAR!

EPISODE # 692016

Production :

9.

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



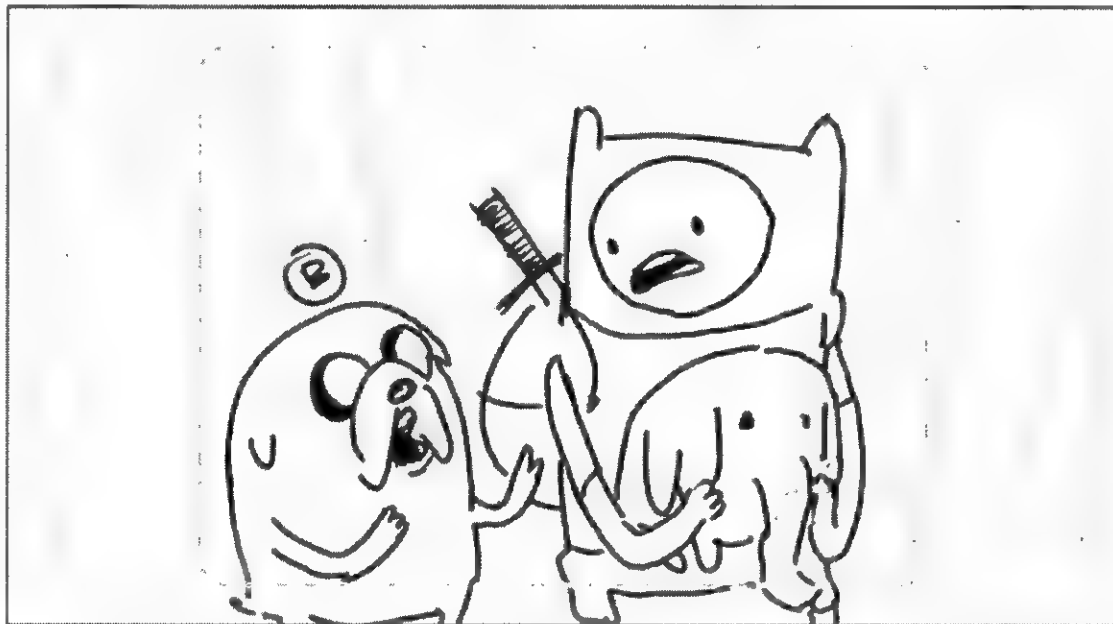
Page 156

Sc. 109

Pnl. A

Bg.

day night

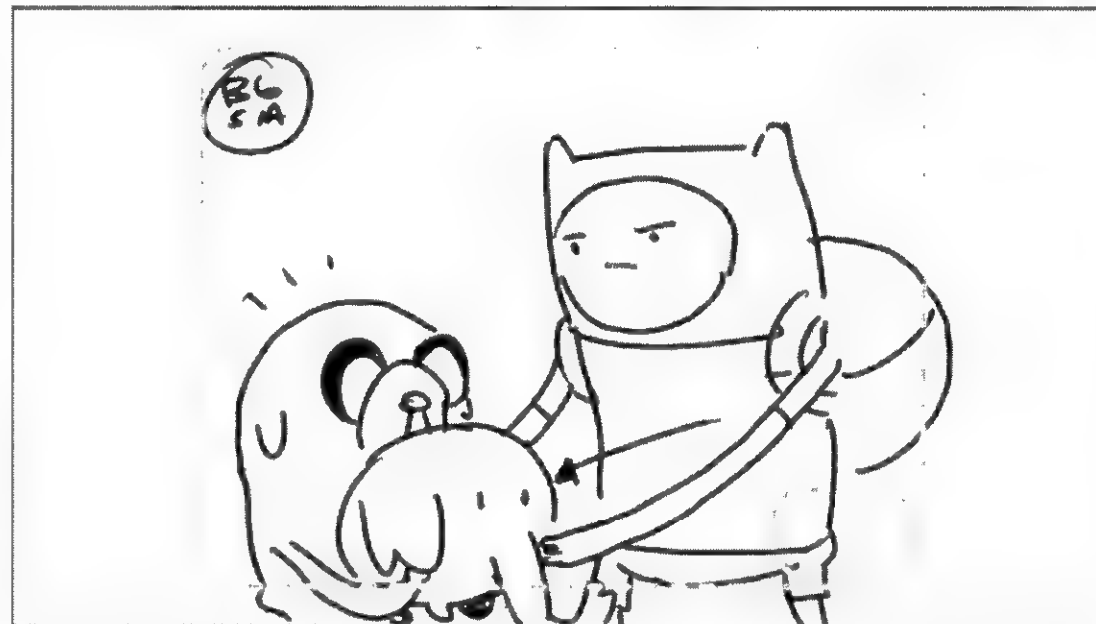


Sc. 109

Pnl. B

Bg.

day night



Dialog:

(J) You go fight, I'll keep
Free Trunks out of trouble.

Action:

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Page 156 (A)

Sc. 109

Pnl. C

Bg.

day night



Sc. 109

Pnl. D

Bg.

day night



Dialog:

(F) AWESOME.

Action:

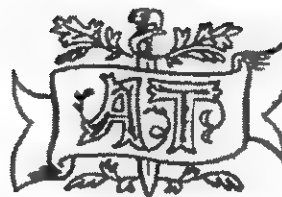
Finn takes out sword

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



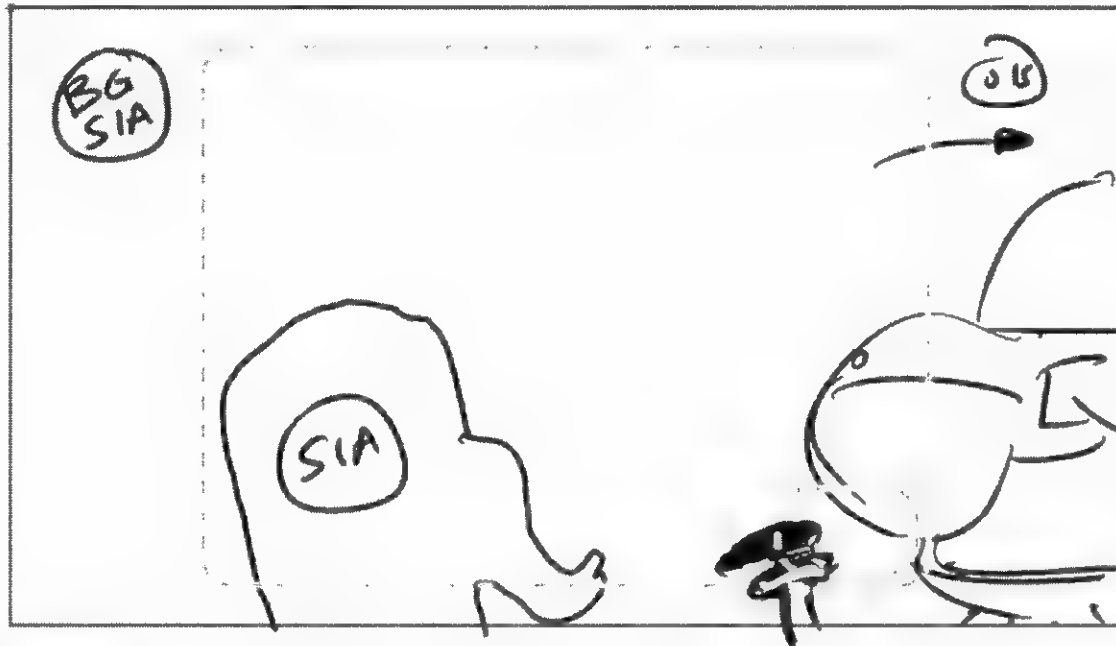
Page 157

Sc. 109

Pnl. 12

Bg.

day night

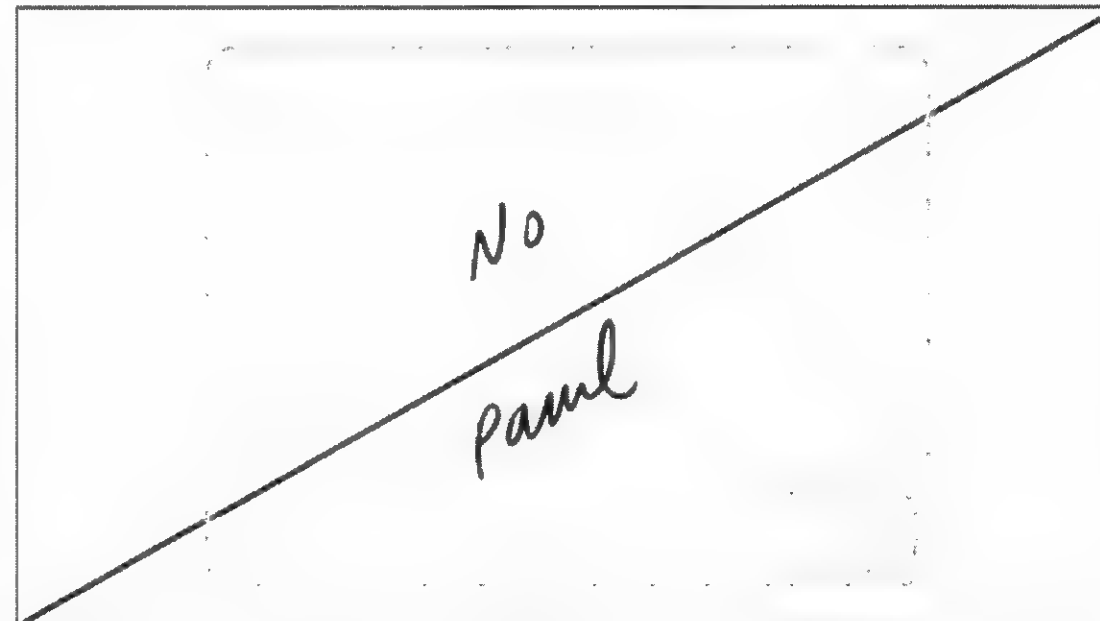


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 692016

Production :

© 2005 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



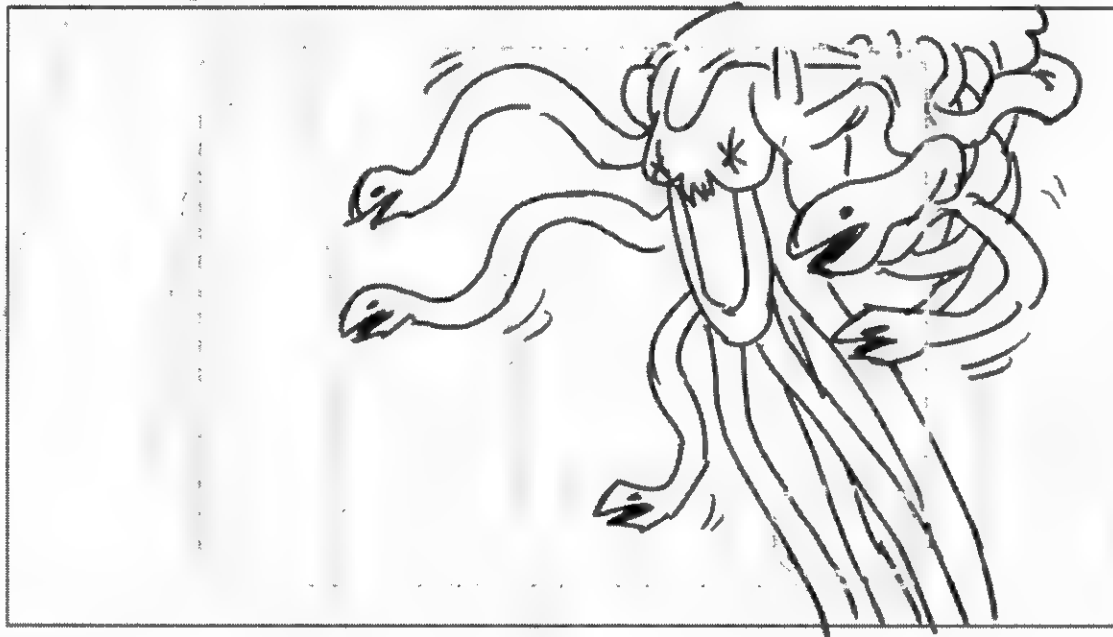
Page 157 (A)

Sc. 109 (A)

Pnl. A

Bg.

day night

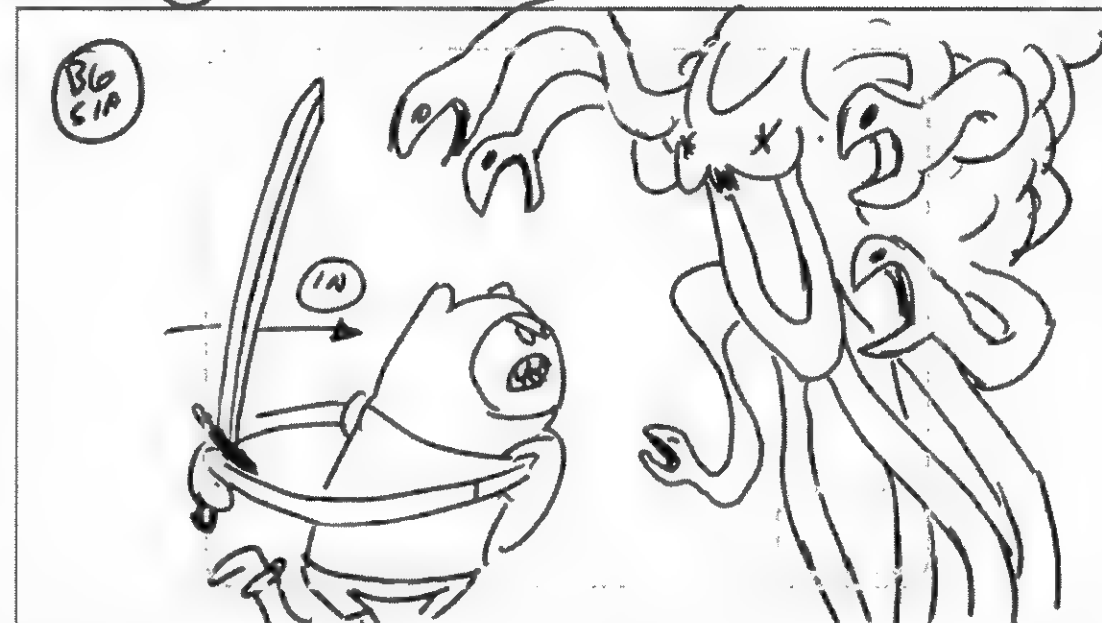


Sc. 109 (A)

Pnl. B

Bg.

day night



Dialog:

(F) (ARR641!)

Action:

Timing:

EPISODE # 692016

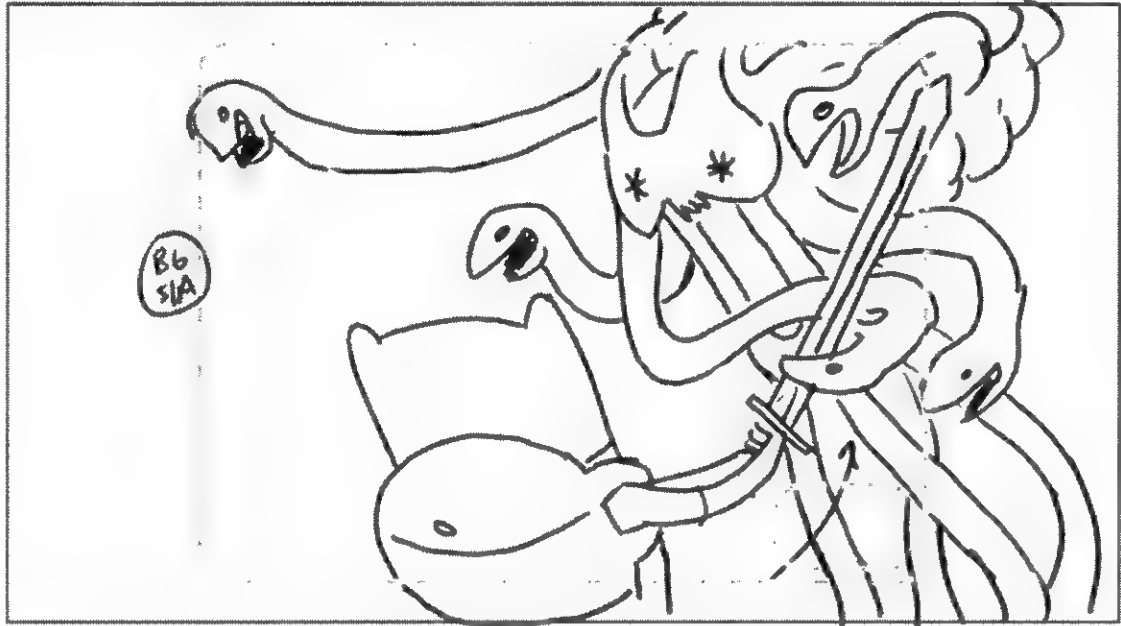
Production :

© 2010 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

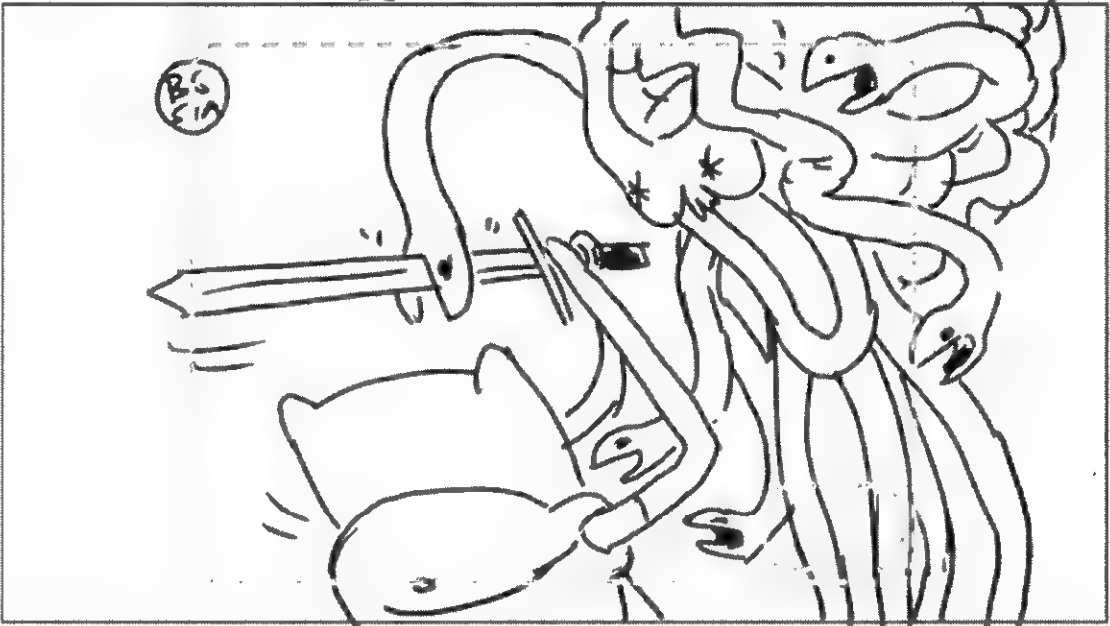
ADVENTURE TIME



Sc. 109 (A) Pnl. C Bg. day night



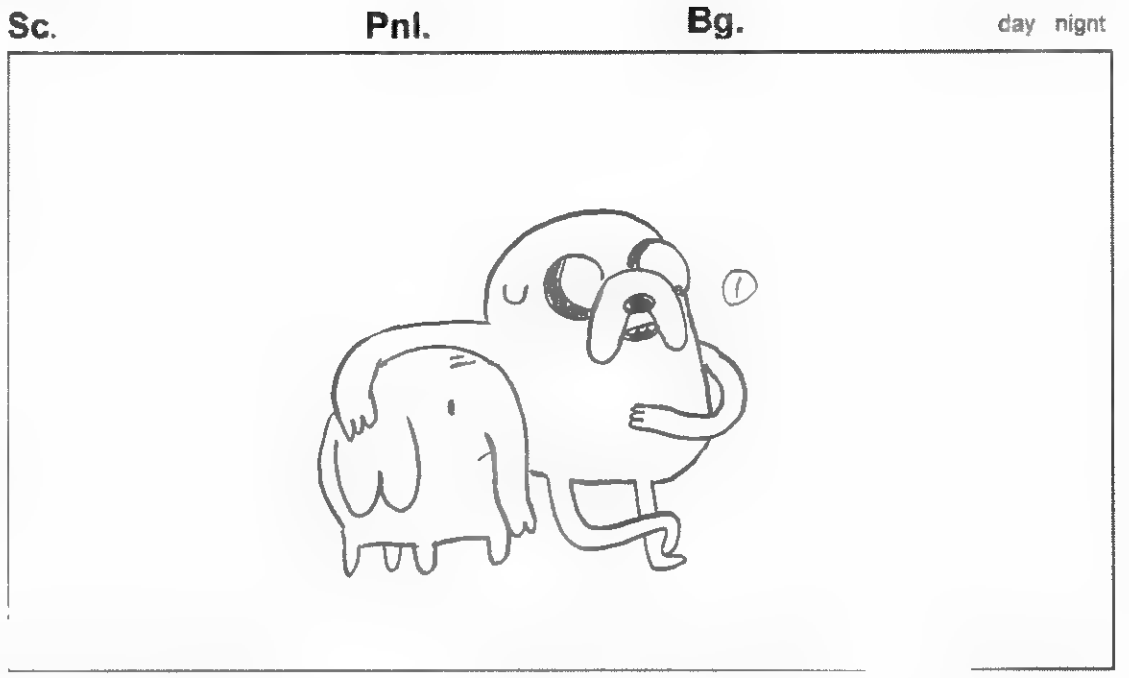
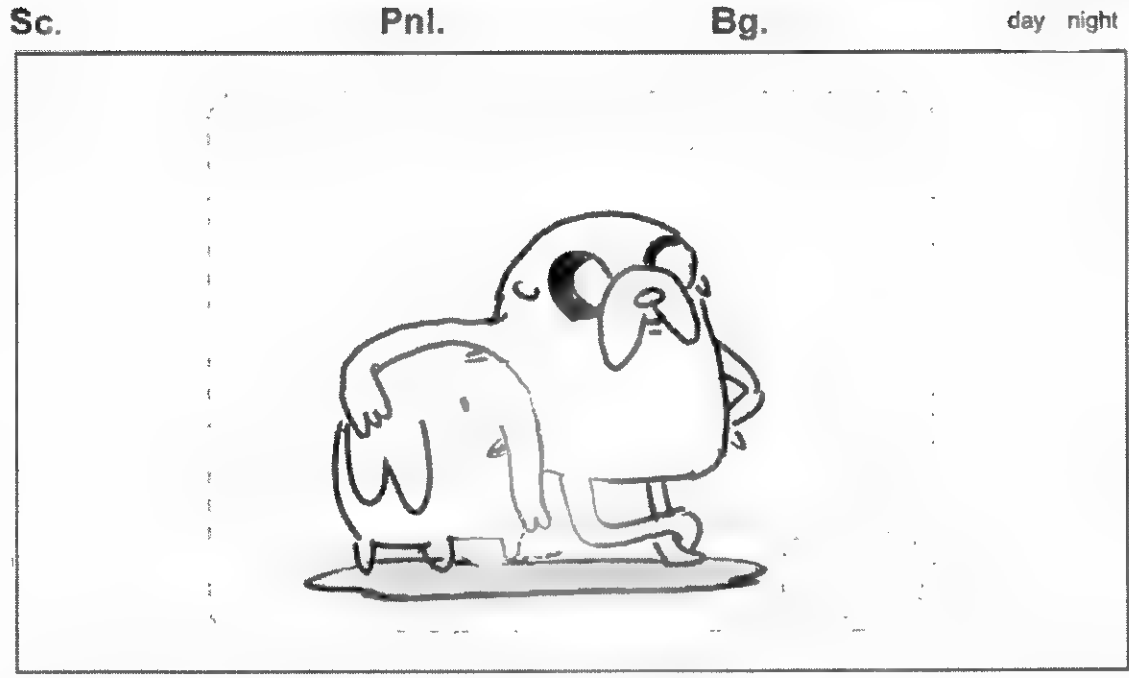
Sc. 109 (A) Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 692016 Production :

ADVENTURE TIME



Dialog:	(TT) JAKE I THINK FINN IS GETTING JACKED UP AGAIN.	(J) ① Yeh.. Finn can handle it. He's twelve! ②
Action:		JAKE (scratches stomach) ③ ④ Finn ② (looking at his trunk)
Timing:		

692016
EPISODE #

Production :

ADVENTURE TIME



Page 159

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Sc. 1 Pnl. 1 Bg. 1 day 1 night 1

Sc. 2 Pnl. 1 Bg. 1 day 1 night 1

Dialog:

TT: I think I know a way to help him out.

UH...

NO WAY. You should stay here tree trunks..

Action:

Timing:

692016

EPISODE #

Production :

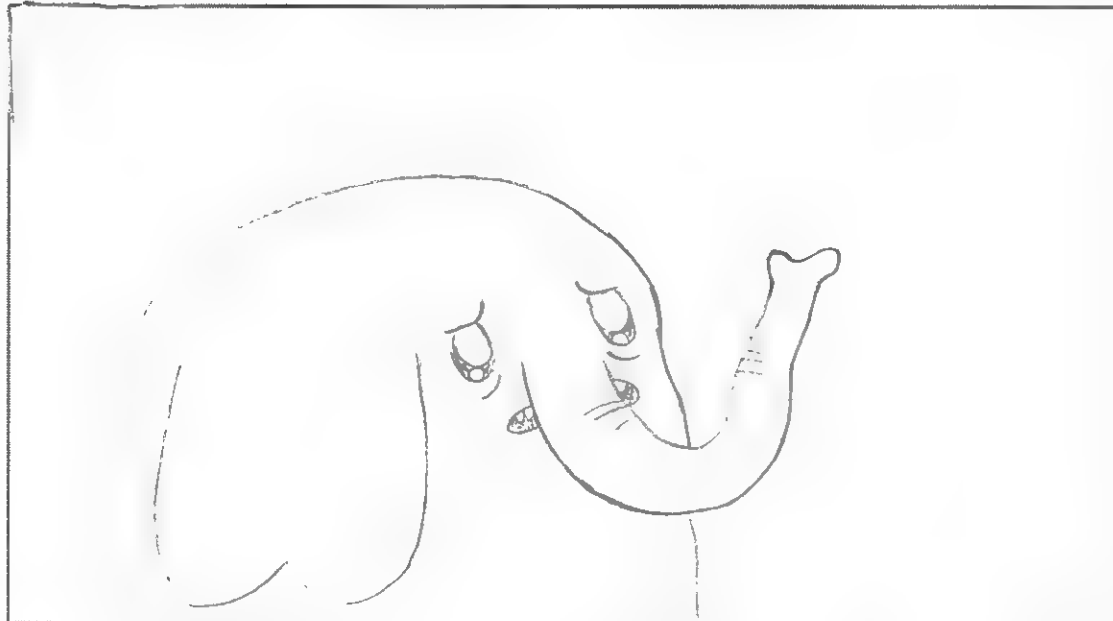
© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

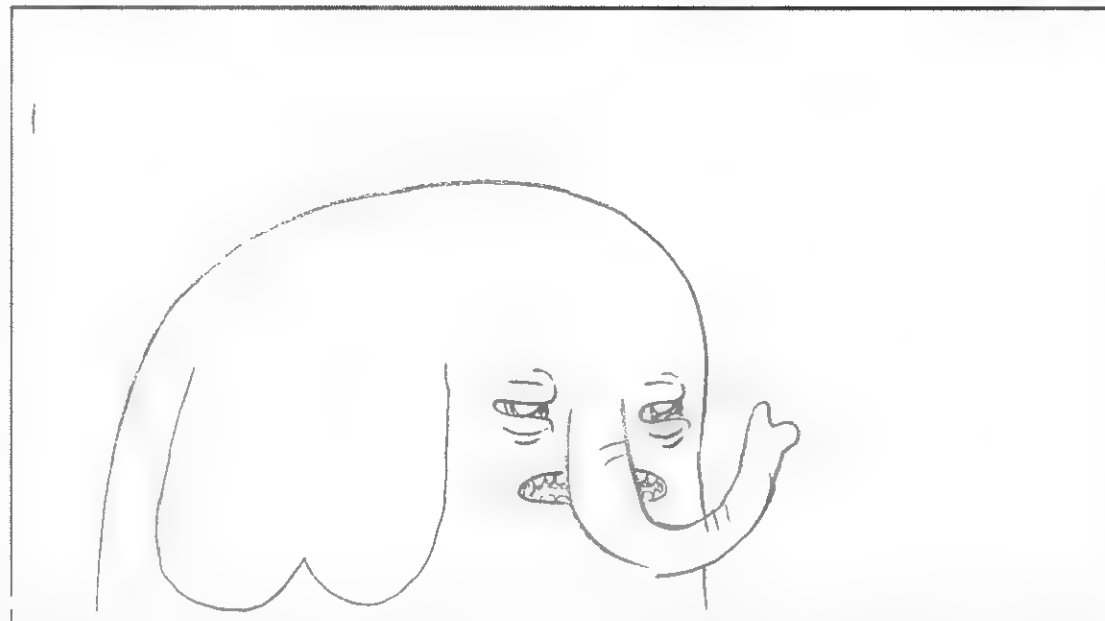


Page 160

Sc. 110 Pnl. E Bg. day night



Sc. 110 Pnl. F Bg. day night



Dialog:	(TT) I'm not a critter.
Action:	
Timing:	

(TT) I'm not a critter.	
critter with my womanly	
charms and elephant prowess.	

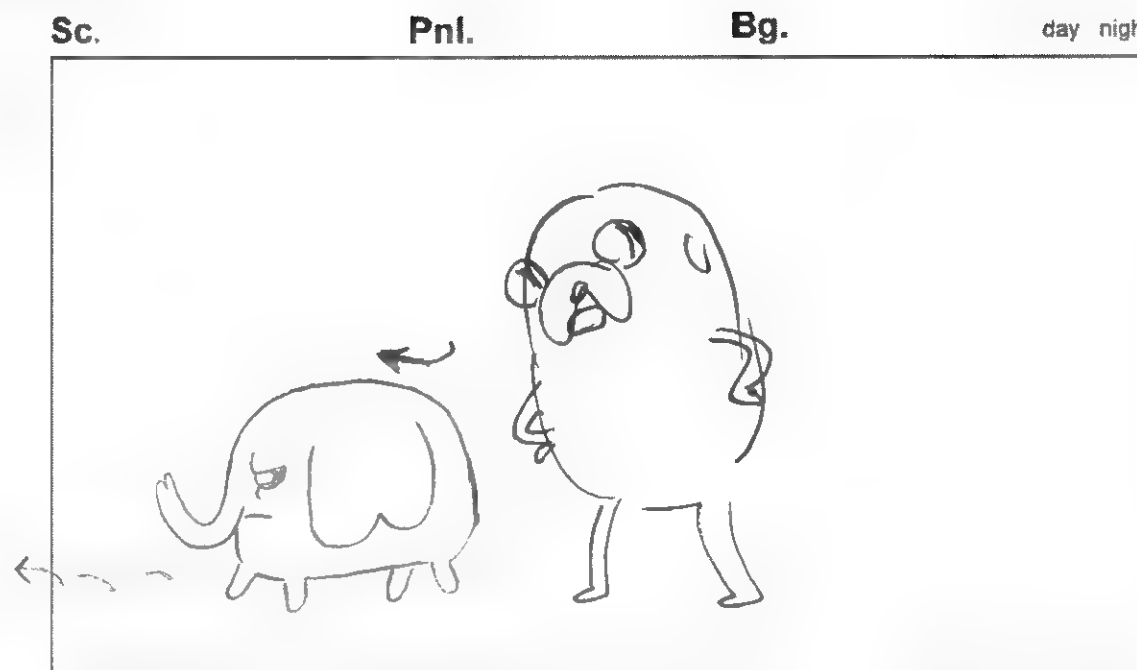
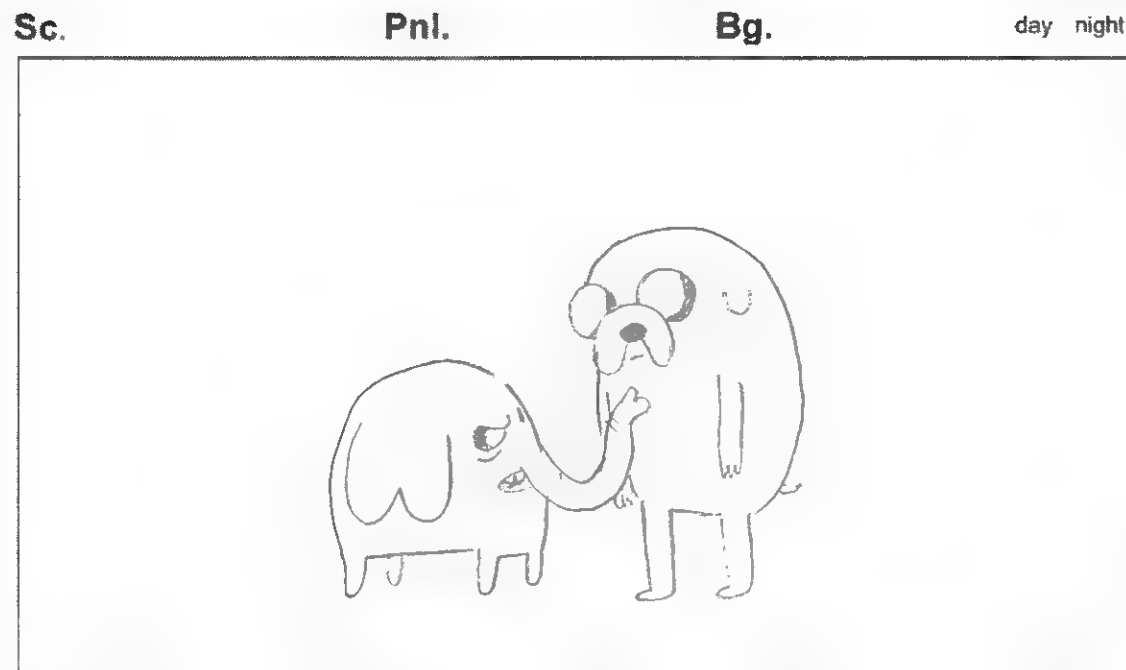
EPISODE # 692016

Production :

ADVENTURE TIME



Page 1607



Dial~
(1T) I just...
put on some make-up.

Action

Time

night
(J) as long as you stay
away from the monster.

EPISODE # 692016

Production :

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and shall not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 161

Sc. 113

Pnl. A

Bg.

day night



Sc. 113

Pnl. B

Bg.

day night



Dialog:

(F) (Fighting
Walla)

Action:

Timing:

EPISODE # 692016

Production :

© 2005 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

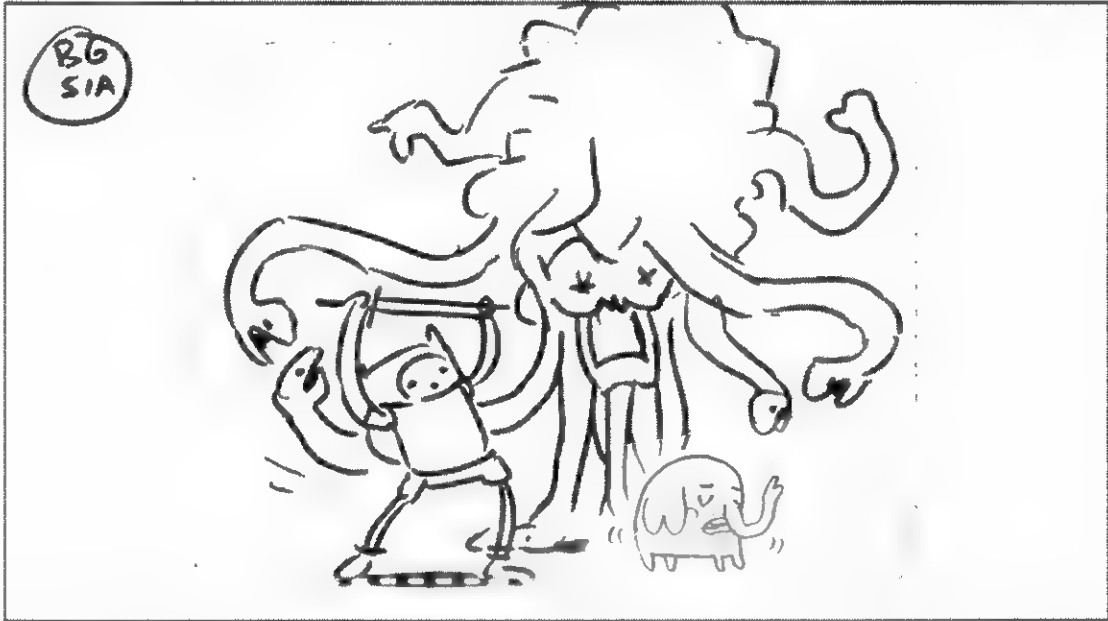
ADVENTURE TIME



Sc. 113 Pnl. C Bg. day night



Sc. 113 Pnl. D Bg. day night



Dialog:	<p>II: * Sorry to be down long * ————— ♪</p> <p>♫</p>
Action:	<p>tree trunks enters, sharing the world.</p>
Timing:	

EPISODE # 692016 Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

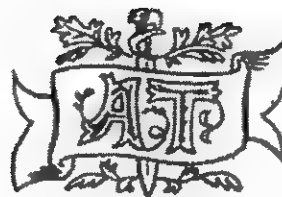
Dialog:	<div>TT</div> <div>La La</div> <div>La La.</div>
Action:	
Timing:	

EPISODE # 692016

Production :

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner not yet for production purposes, and may not be sold or transferred.

ADVENTURE TIME

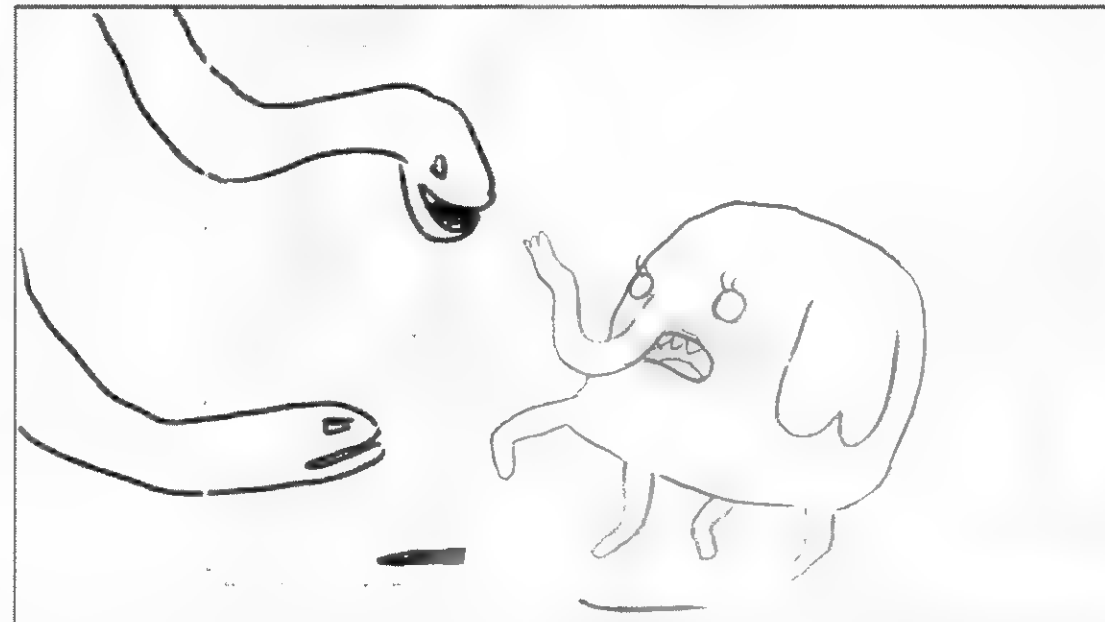


Page 165

Sc. 114 Pnl. A Bg. day night



Sc. 115 Pnl. A Bg. day night



Dialog:

(F) what are you doing
here Tree Trunks!!

(++)

I'm helping you by tempting
this guy - he's a waddy!

Action:

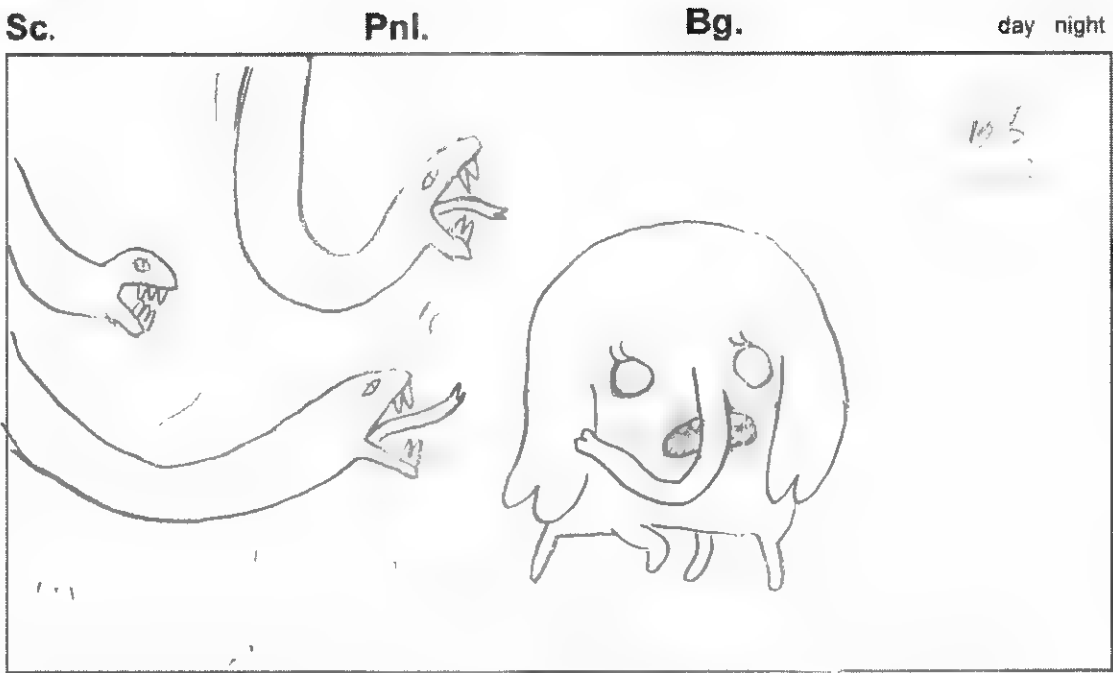
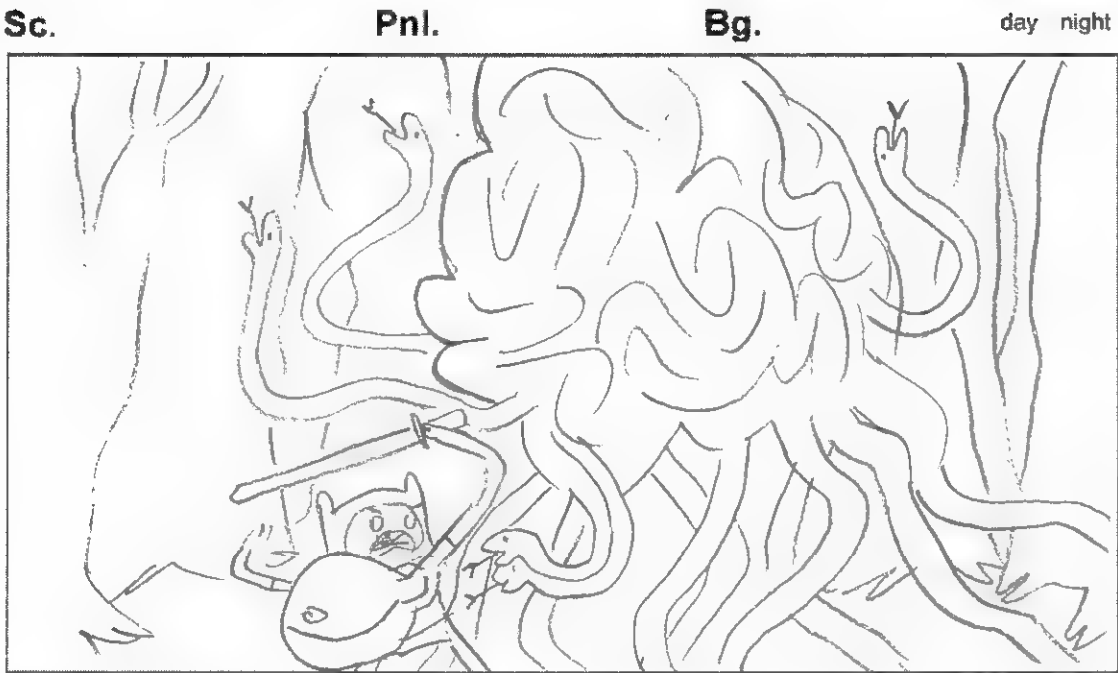
HIV

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Dialog:	<p>(Fi) It's not a snake-armed Ruby Brain Beast! a snake-armed Ruby Brain Beast!</p>	<p>TIED UP BRAIN BEASTS Get lonely, Finn!!</p>
Action:		
Timing:		

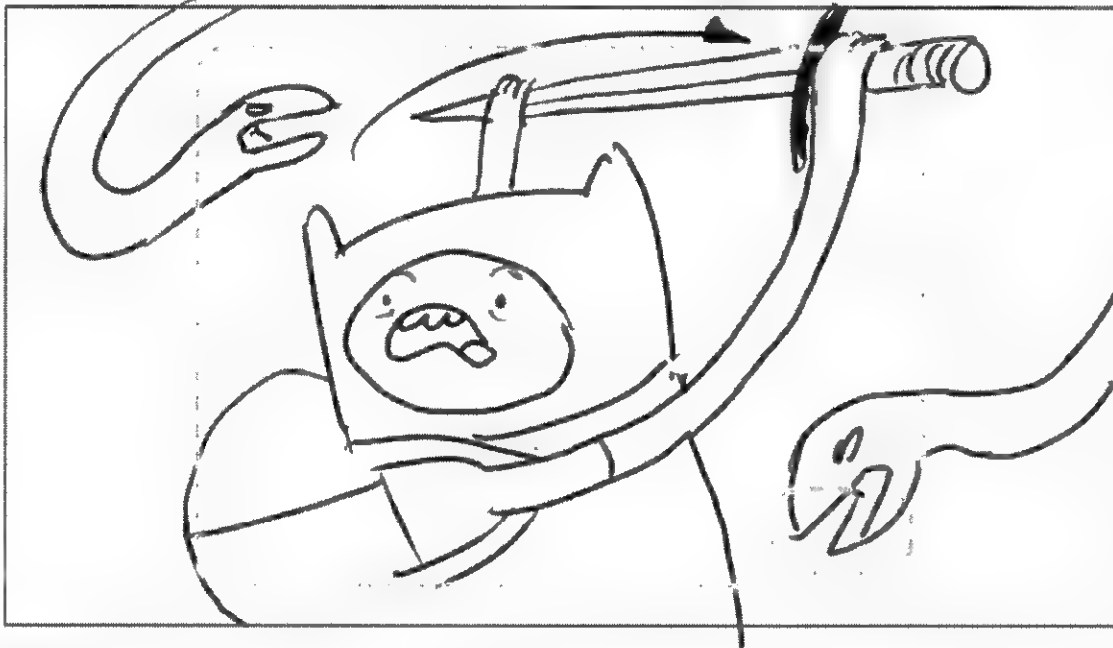
EPISODE # **692016** Production :

© 2005 This material is the property of Turner Broadcasting System, Inc. It is unpublished and used solely for production purposes. It is not to be sold or transferred.

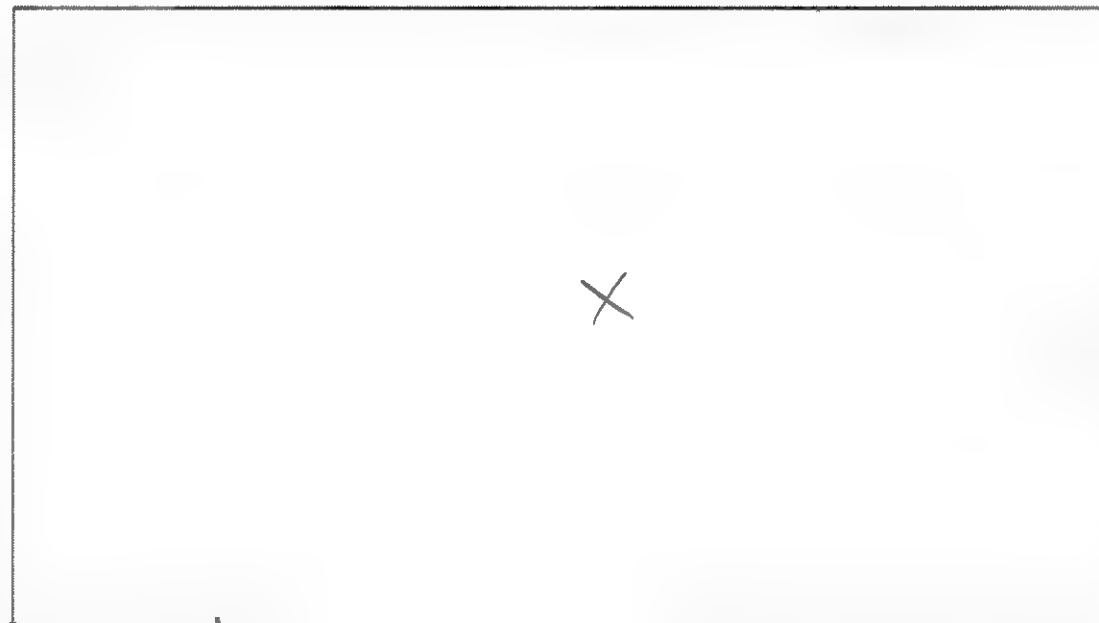
ADVENTURE TIME



Sc. 115 (A) Pnl. A Bg. day night



Sc. 116 Pnl. A Bg. day night Page 165 (B)



Dialog:

(F) JAKE ! You were supposed to watch her!

Action:

HIV

Timing:

EPISODE # 692016

Production :

© 2009 This material is the property of The Curious Company, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 166

Sc.

116

Pnl.

B

Bg.

day night

Sc.

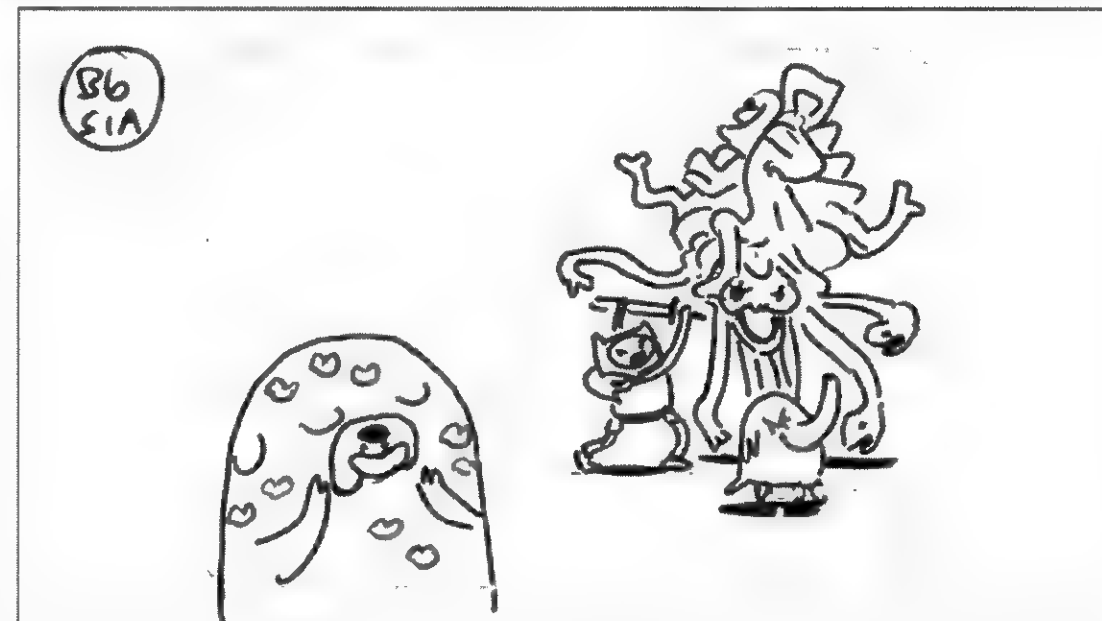
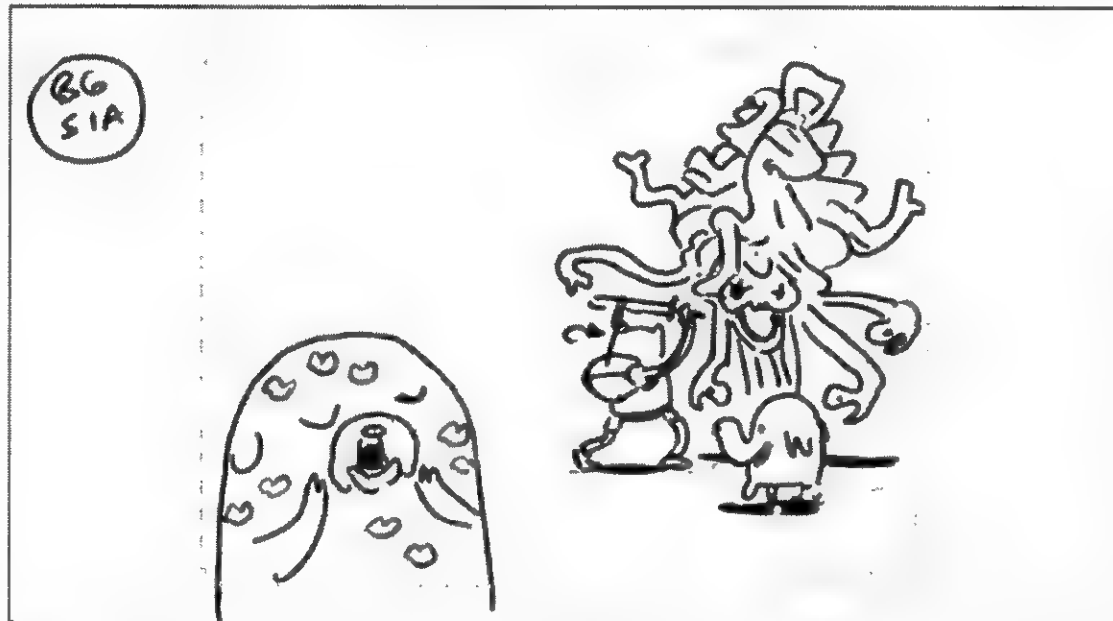
116

Pnl.

C

Bg.

day night



Dialog:

(J) She got past me man..
I tried to stop her but
she overpowered me!

Action:

Timing:

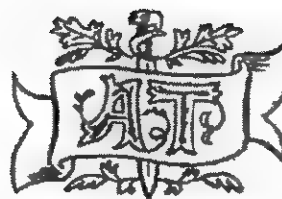
(F) Jake! get
her out of here!!

692016

EPISODE #

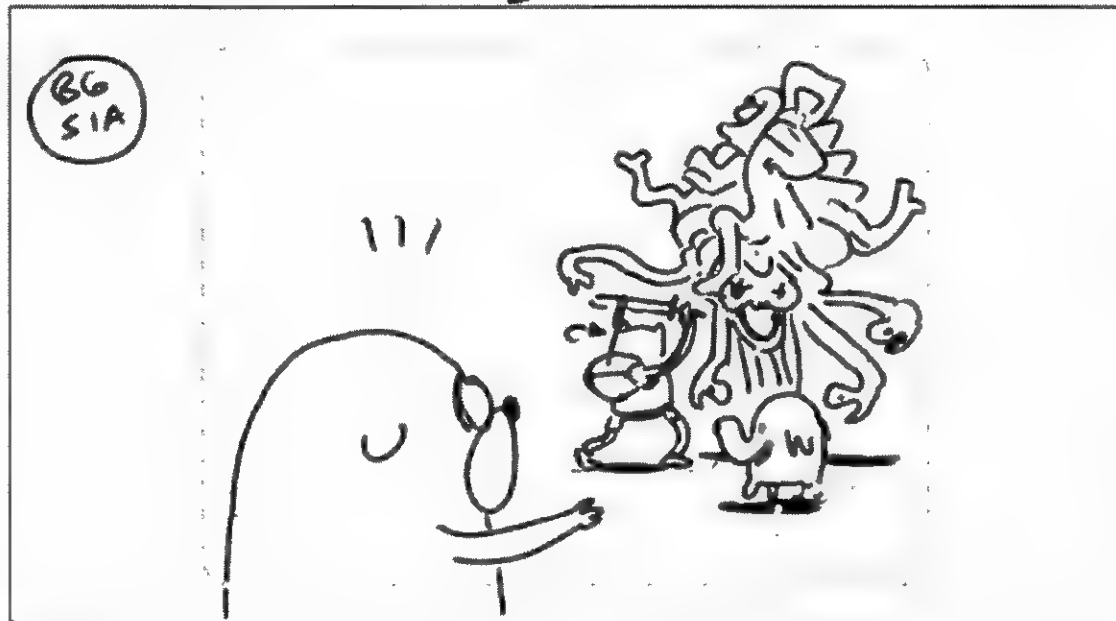
Production :

ADVENTURE TIME

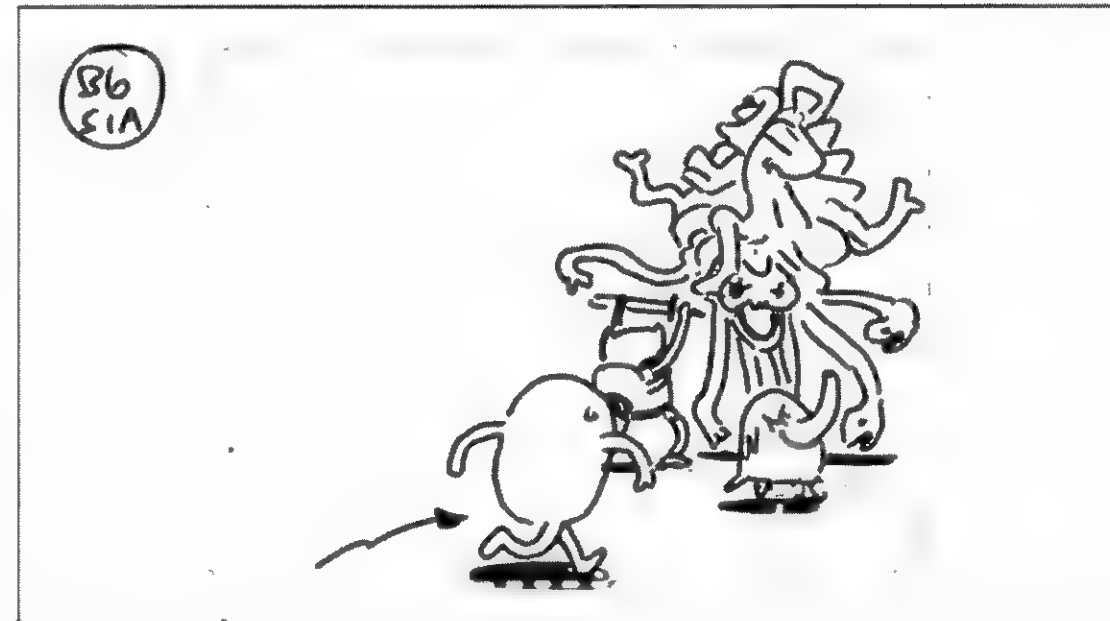


Page 167

Sc. 116 Pnl. D Bg. day night



Sc. 116 Pnl. E Bg. day night



Dialog:	① huh?	① wuh oh !!
Action:		
Timing:		

EPISODE # 692016

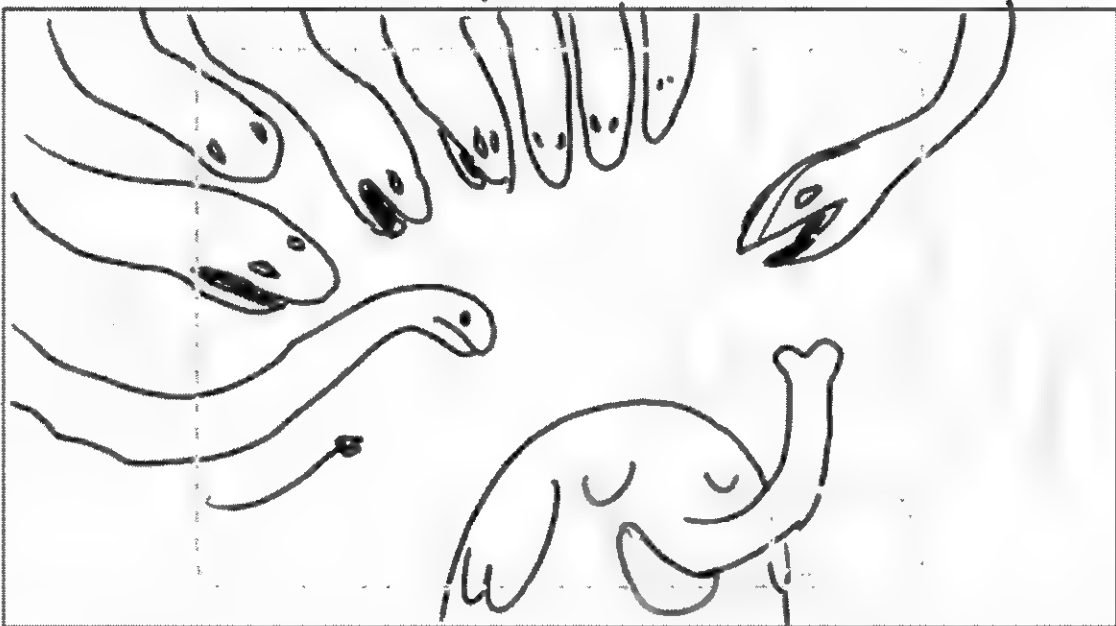
Production :

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

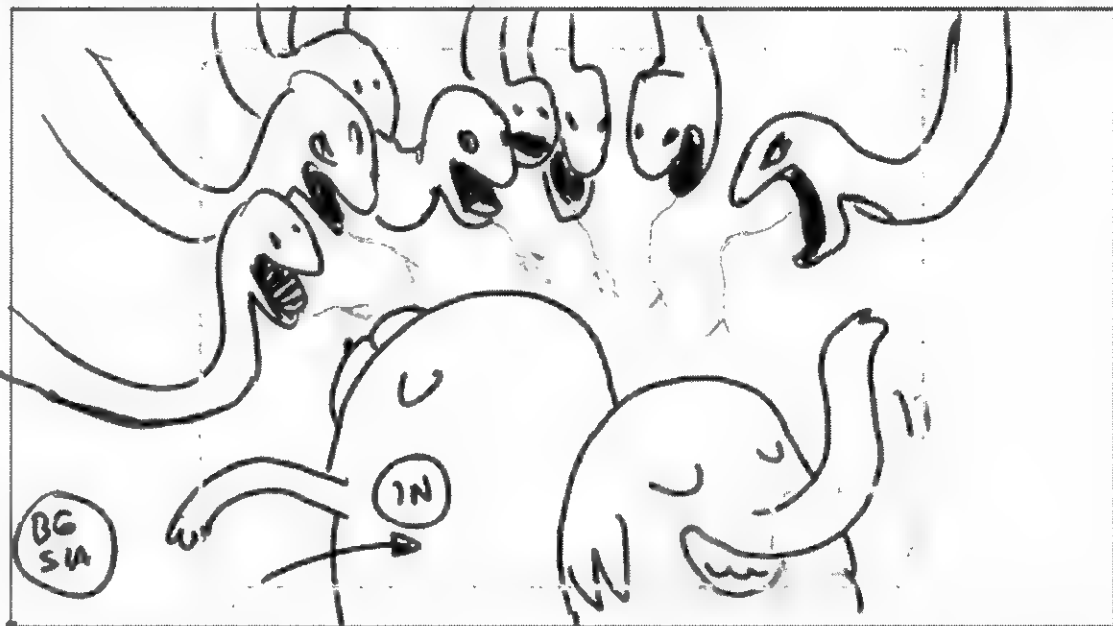
ADVENTURE TIME



Sc. 117 Pnl. A Bg. day night



Sc. 117 Pnl. B Bg. day night



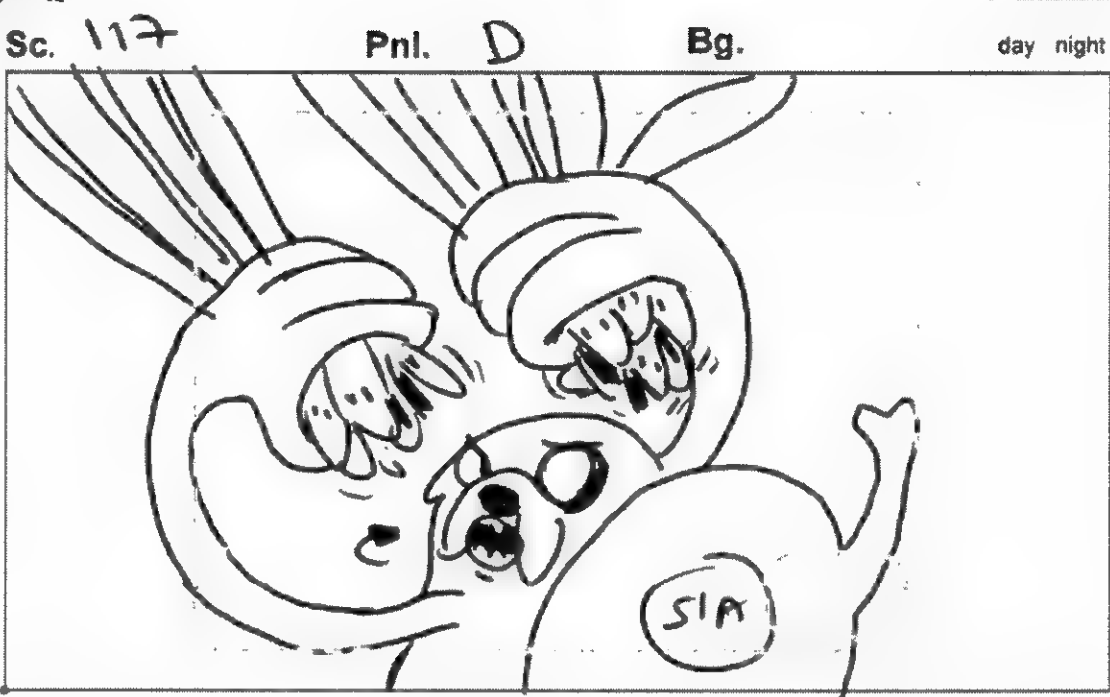
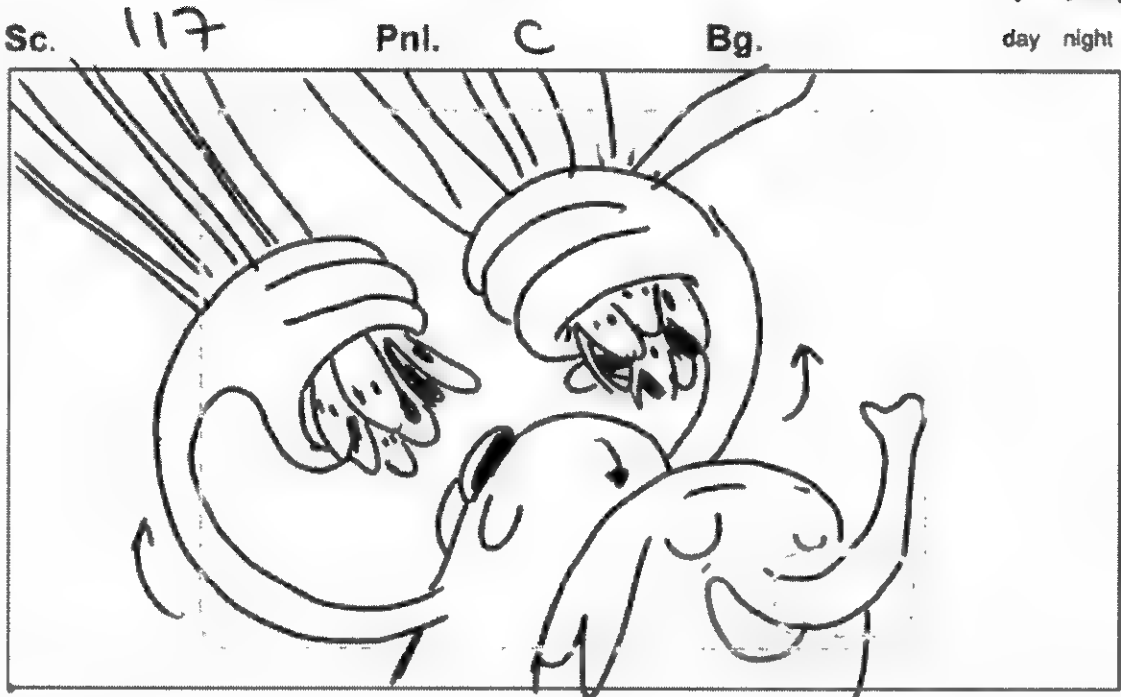
Dialog:	SNAKES : (HISSE)
Action:	
Timing:	

EPISODE # 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

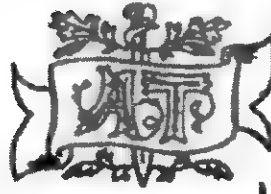
ADVENTURE TIME



Dialog:	① Finn , kill it!
Action:	
Timing:	

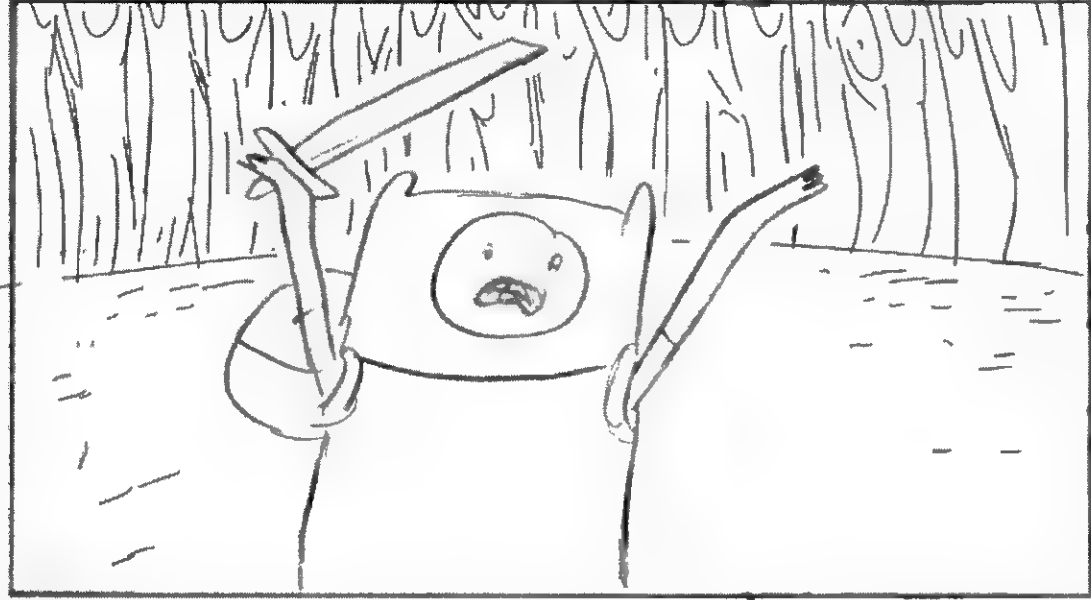
EPISODE # 692016 Production :

ADVENTURE TIME

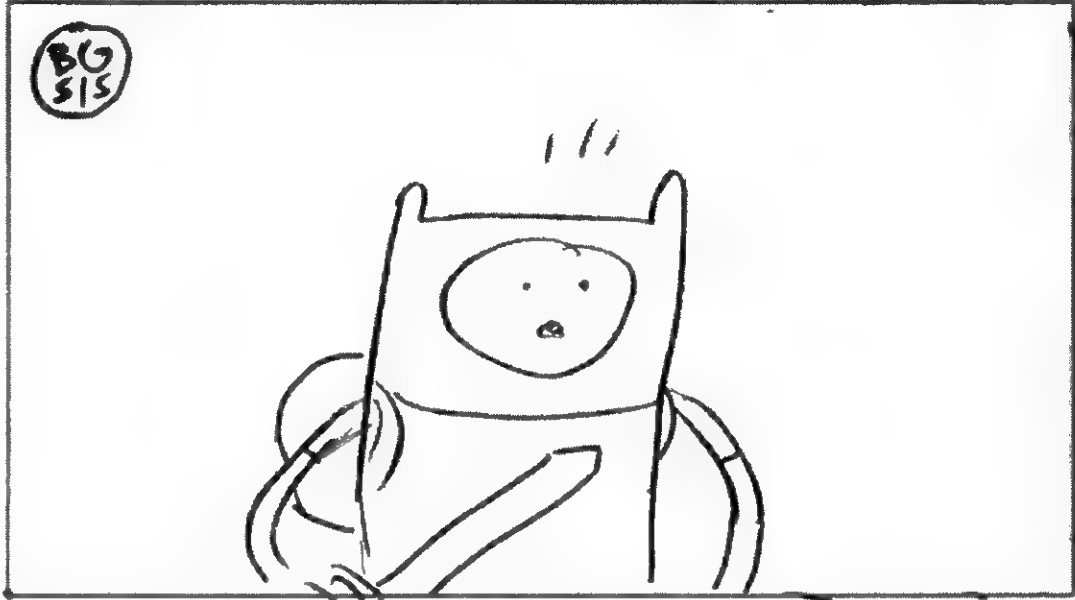


Page 169

Sc. 118 Pnl. A Bg. day night



Sc. 118 Pnl. B Bg. day night



Dialog:

ⓕ I CAN'T FIND ITS
MAGIC GEM WEAK SPOT!

ⓕ = huh!?:

Action:

Timing:

EPISODE# 692016

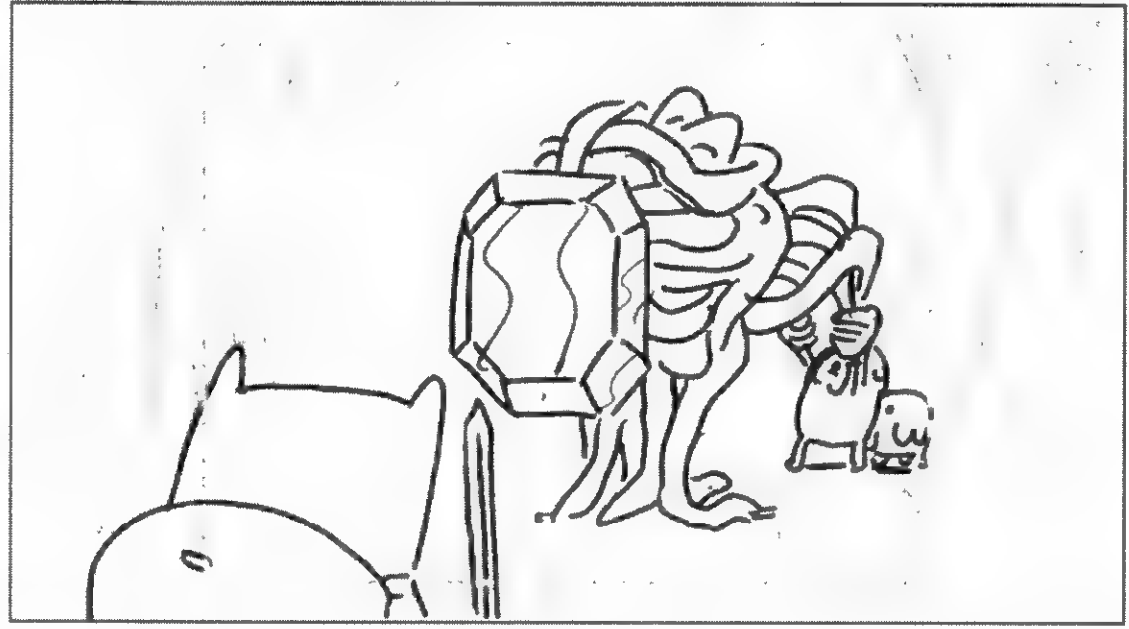
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 119 Pnl. A Bg. day night



Sc. 119 Pnl. B Bg. day night



Dialog:	(F) oh , there its <div style="text-align: right;"><u>SFX</u> (= glass breaks =)</div>
Action:	finn crashes into the gem, monster instantly vanishes
Timing:	

EPISODE # 692016
Production :

ADVENTURE TIME



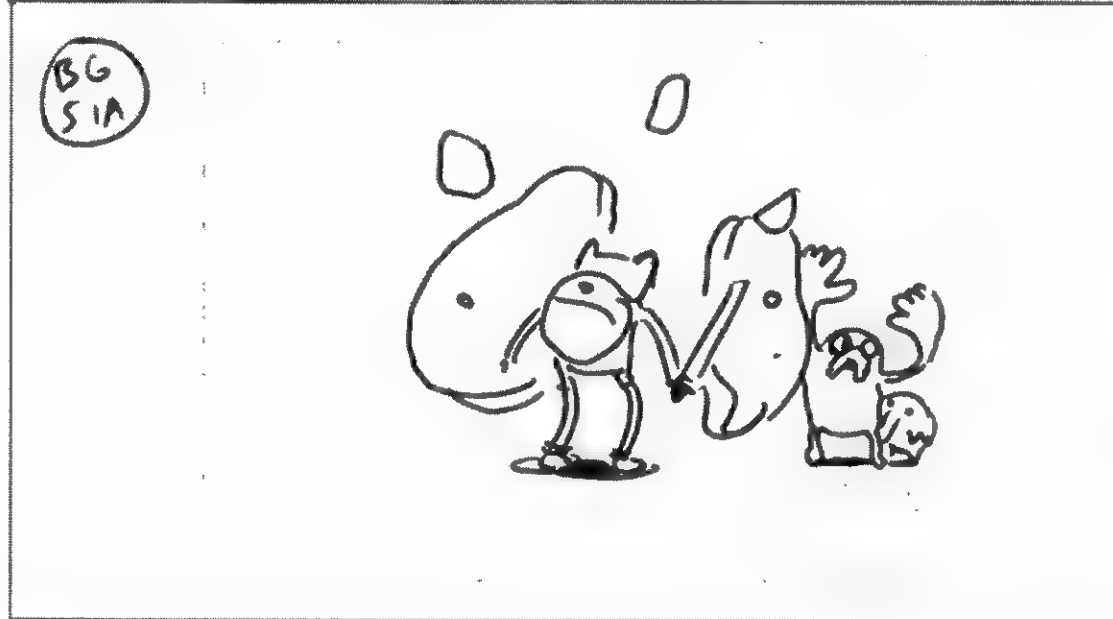
Page 171

Sc. 119

Pnl. C

Bg.

day night



Sc. 120

Pnl. A

Bg.

day night



Dialog:

oohhhh yeah!

Action:

(The gems animate away into nothing)

Timing:

(Jake's hand shrink to normal size.)

EPISODE # 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: *(T) *giggle I did...*

Action: *I helped...*

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

IN THE...

Action:

Timing:

EPISODE # 692016
Production :

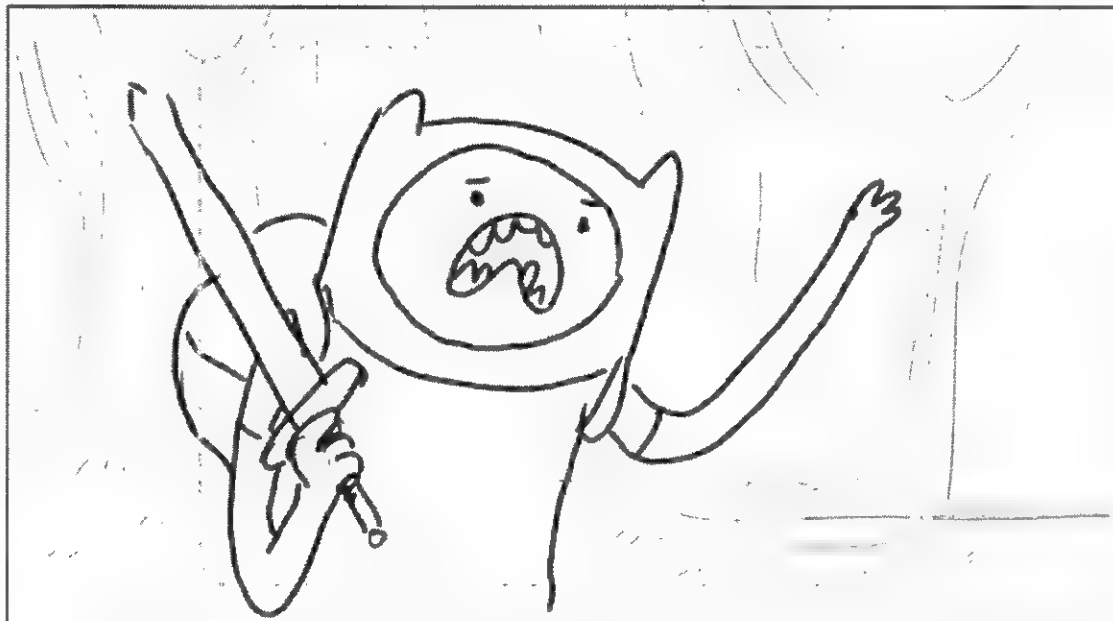
© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

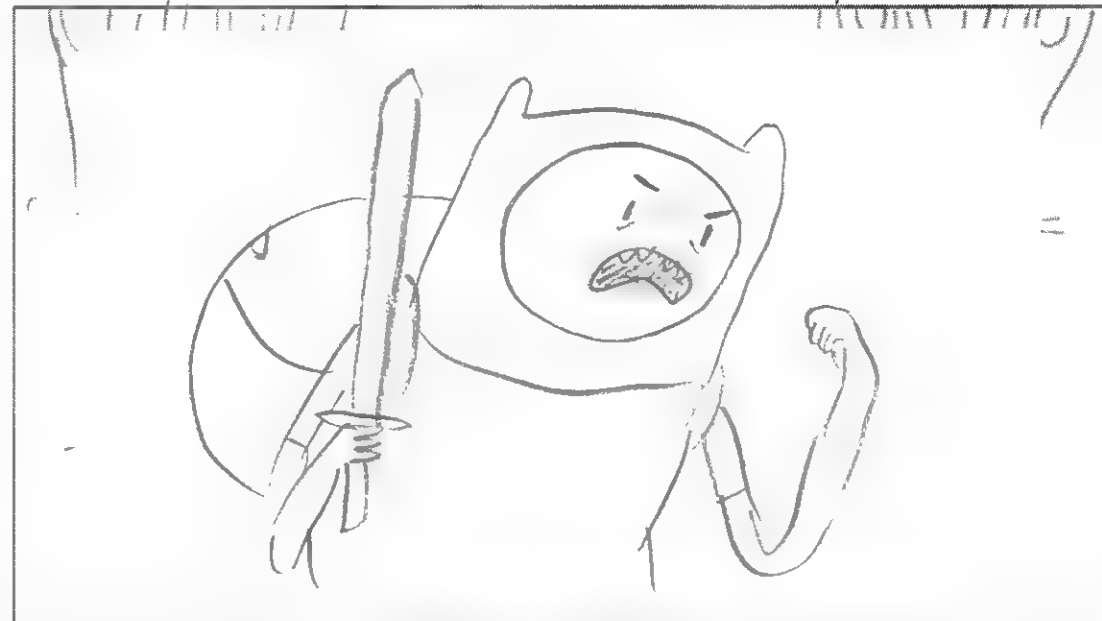


Page 174

Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:

ⓕ Tree Trunks
You're Not an adventurer!

Action:

Timing:

ⓕ You nearly got away
with that!

EPISODE # 692016

Production :

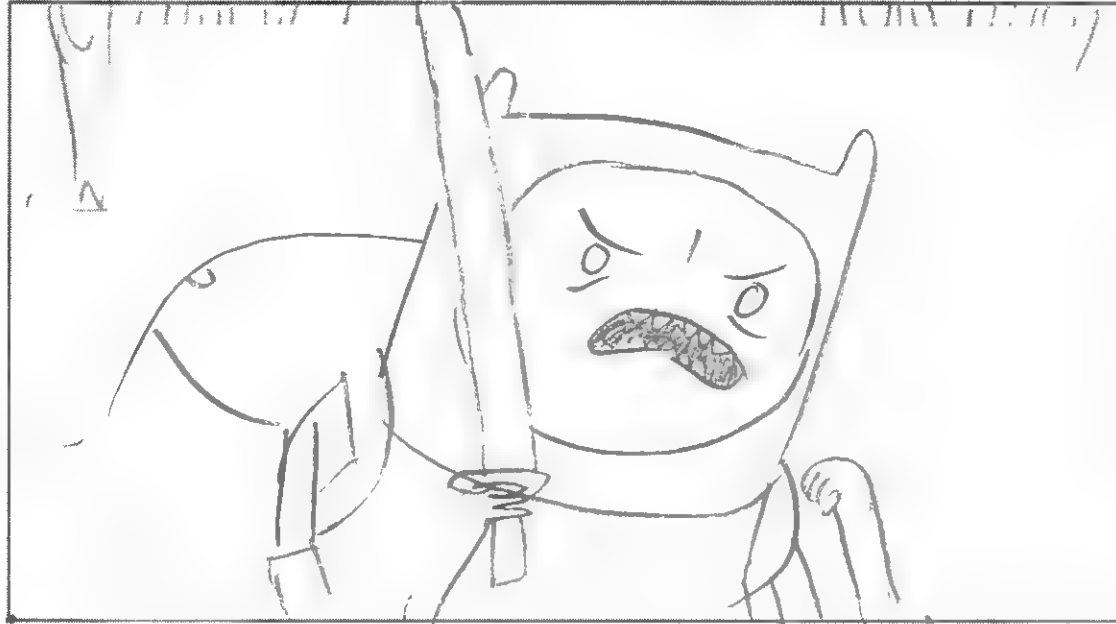
© 2005 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

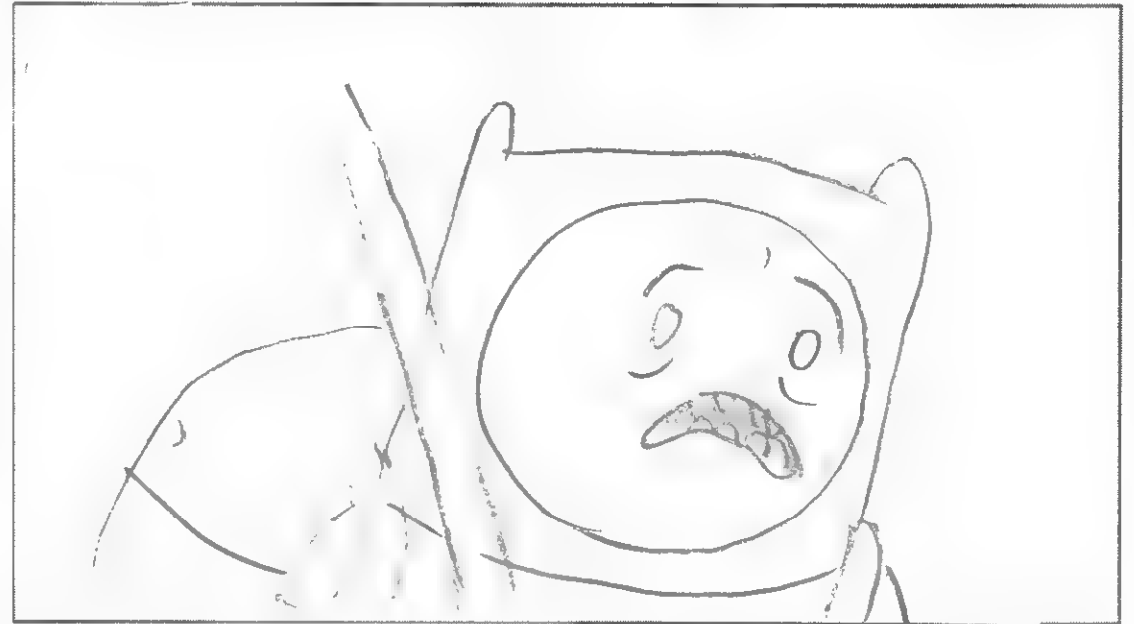


Page 175

Sc. 122 Pnl. B Bg. day night



Sc. 122 Pnl. C Bg. day night



Dialog:

(F) Do you want to Die
The... result...
what you think...

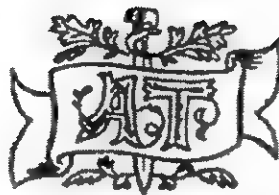
Action:

Timing:

(I) ...and since...
friends feel terrible cause
they... didn't save you?

EPISODE # 692016

Production :

[illegible]

Page 176

Sc. 122

Pnl. D

Bg.

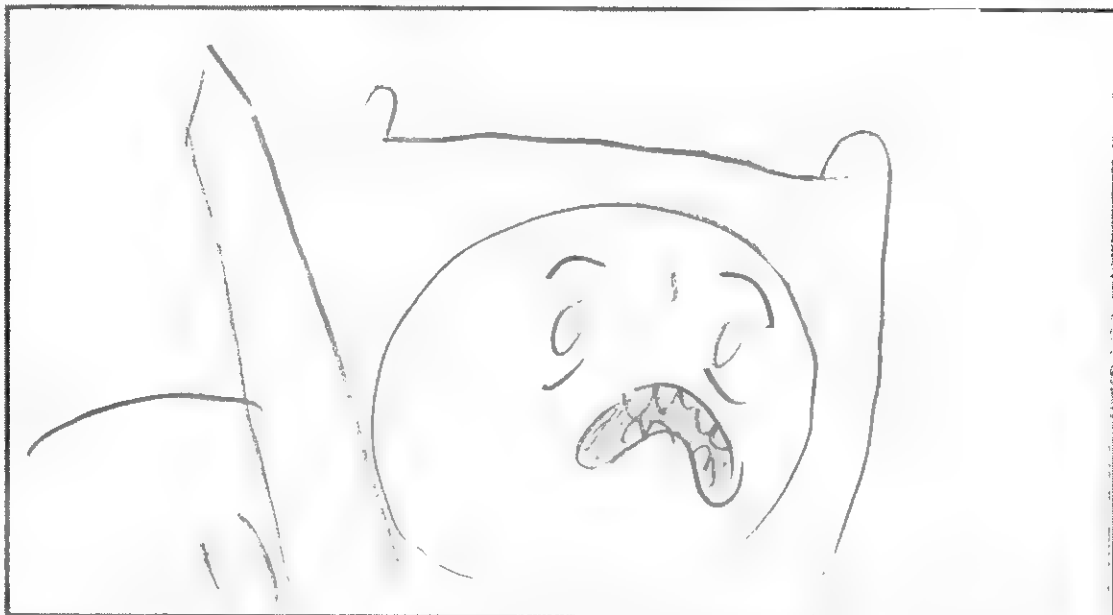
day night

Sc.

Pnl. E

Bq.

day **night**



BC
SIA



Dialog:

I'm in the
maybe the other one -

TT * sniff sniff *

⑤ 50h min.

Action:

Let's be out
let's jog around in the
evil dark west.

Timing

692016

300313

Production :

ADVENTURE TIME



INCL- 1- 37)

Page 177

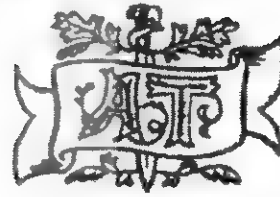
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	<p>for the day...</p>	
Action:		
Timing:		

EPISODE # 692016

Production :

ADVENTURE TIME



Page 187

Sc. 129

Pnl. C

Bg.

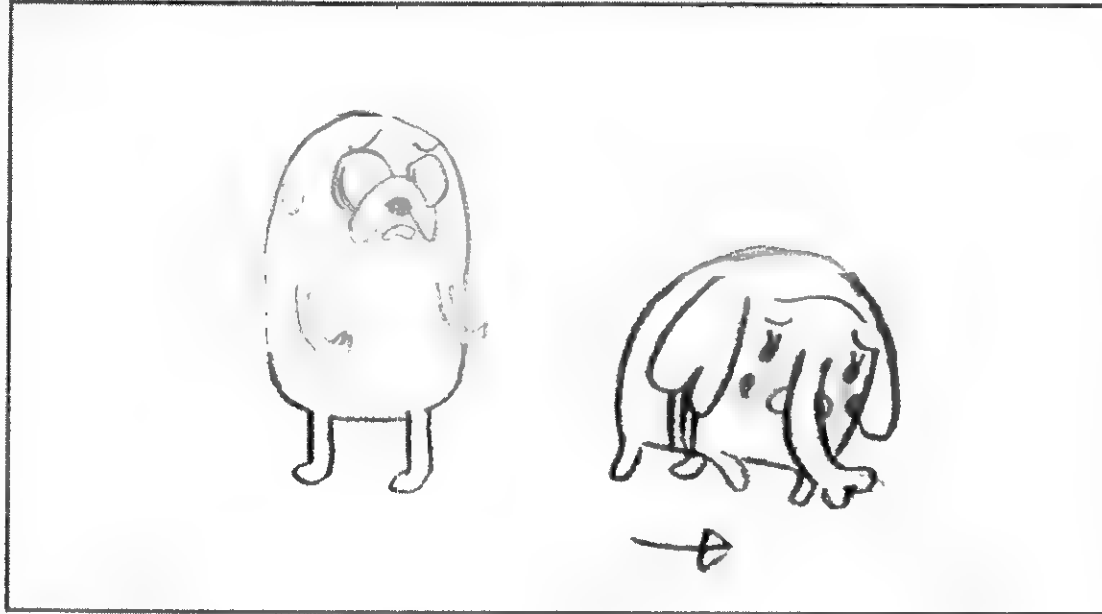
day night

Sc. 130

Pnl. A

Bg.

day night



Dialog:

[Faint handwritten notes]

Action:

Timing:

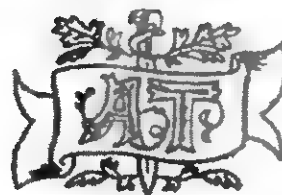
[Faint handwritten notes]

692016

EPISODE #

Production :

ADVENTURE TIME



Page 188

Sc. 130

Pnl. B

Bg.

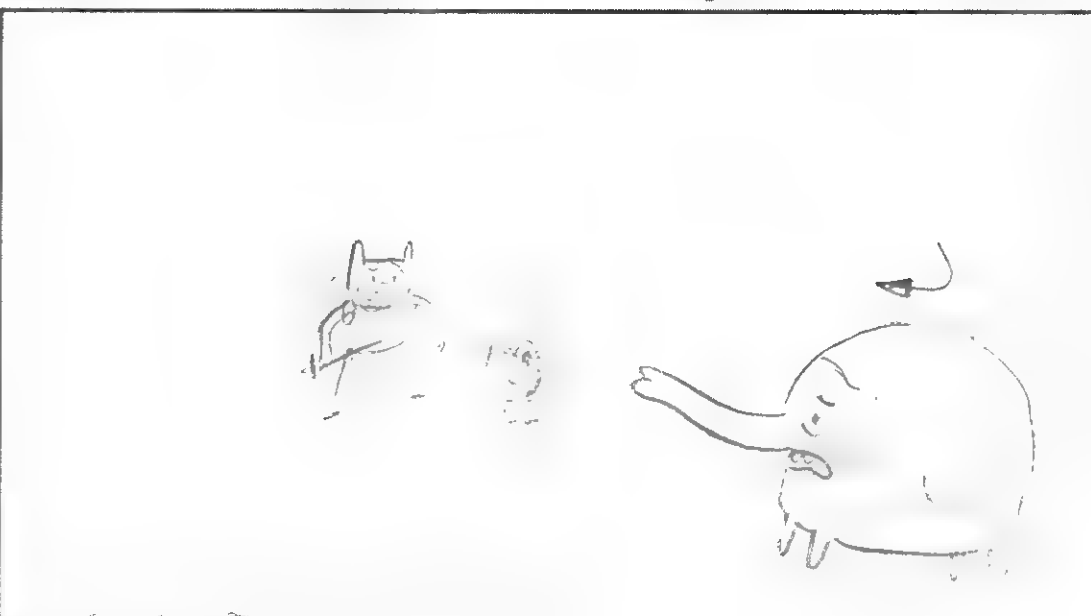
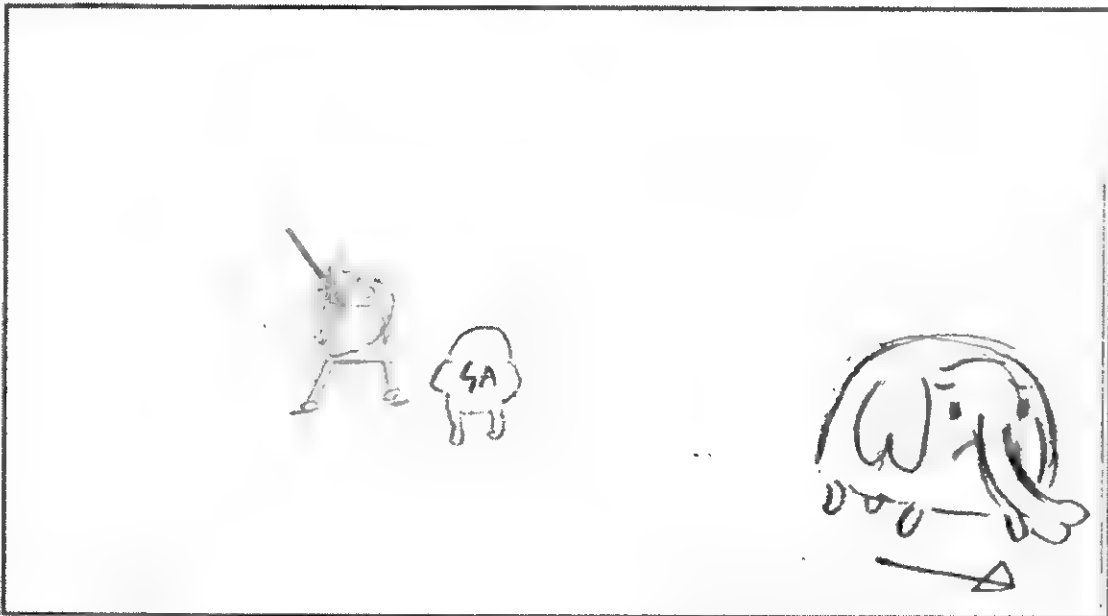
day night

Sc.

Pnl.

Bg.

day night



Dialog:

E: ...

TT: Don't follow me!

Action:

Timing:

692016

EPISODE #

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

ADVENTURE TIME



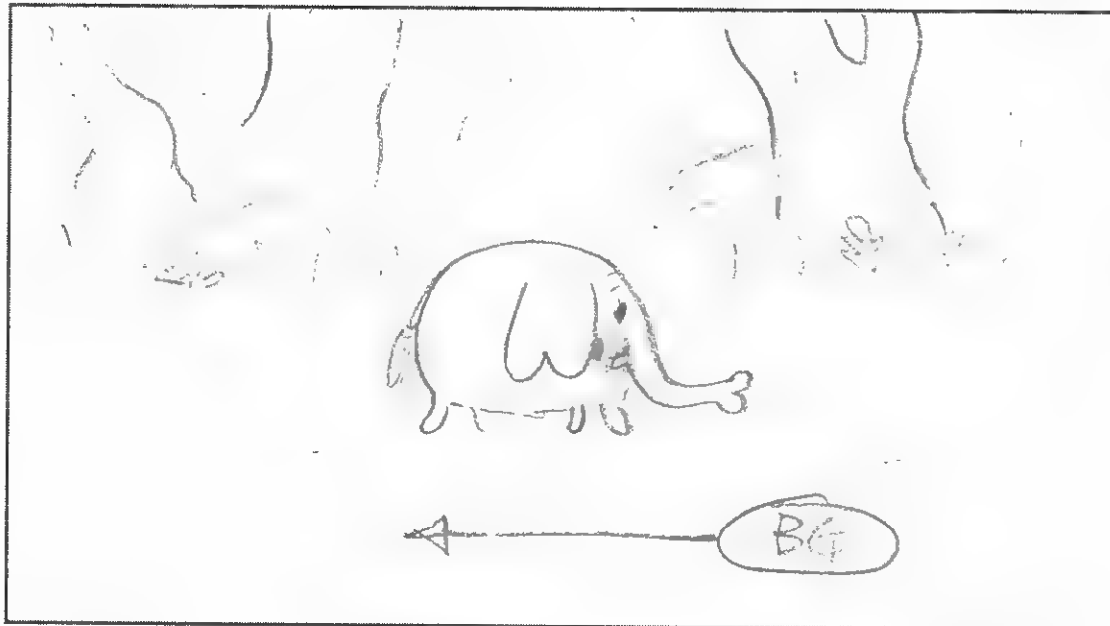
Page 189

Sc.

Pnl. A

Bg.

day night

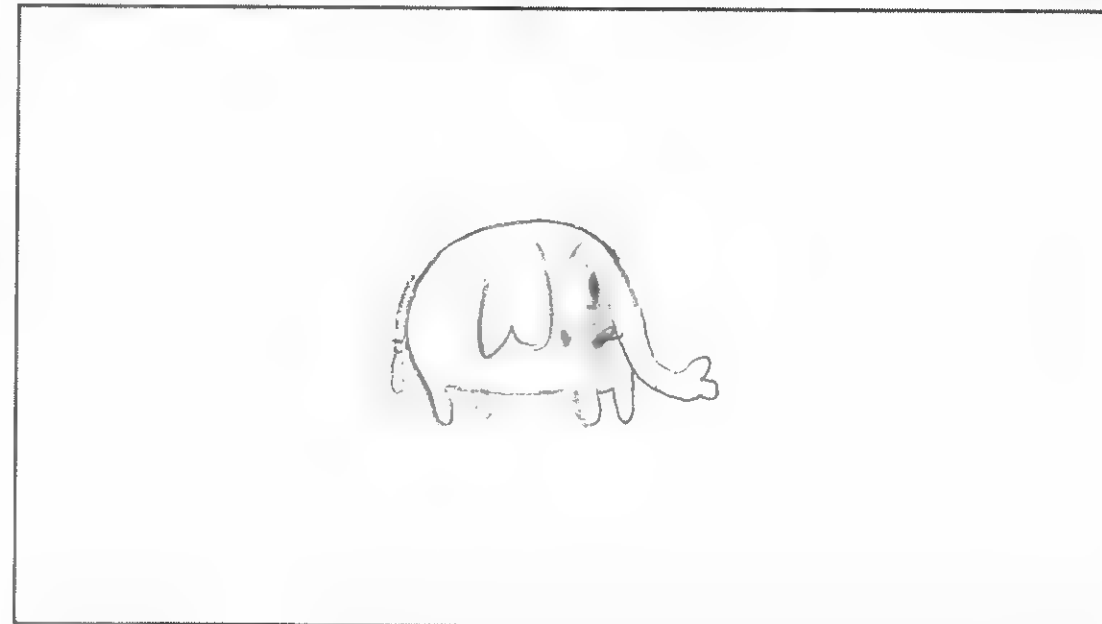


Sc.

Pnl. B

Bg.

day night



Dialog:

... you shouldn't
yell at cuties that just want to
help you..

Action:

(T.T. walks alone in dark forest)

(BG ...)

Timing:

Production :

EPISODE # 692016

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

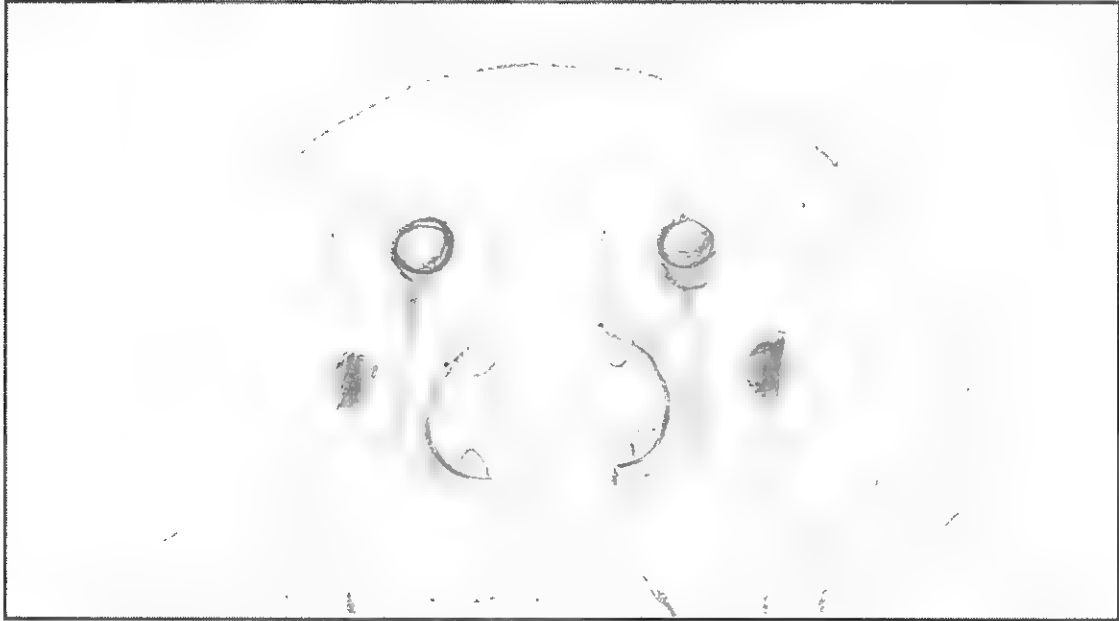
ADVENTURE TIME



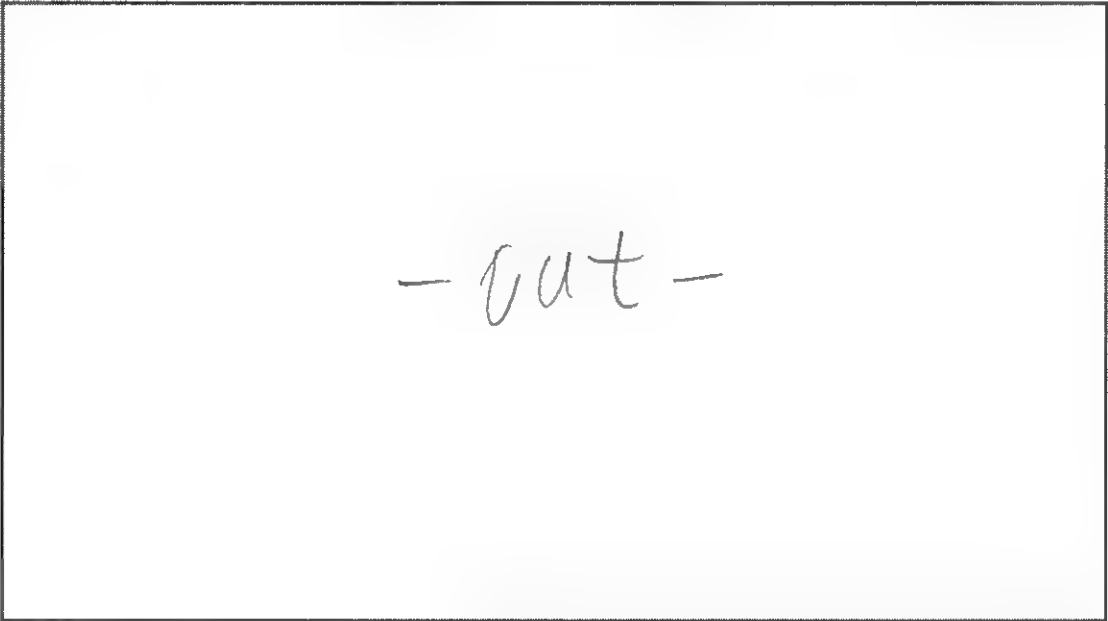
(no pu 190)

Page 191

Sc. 134 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



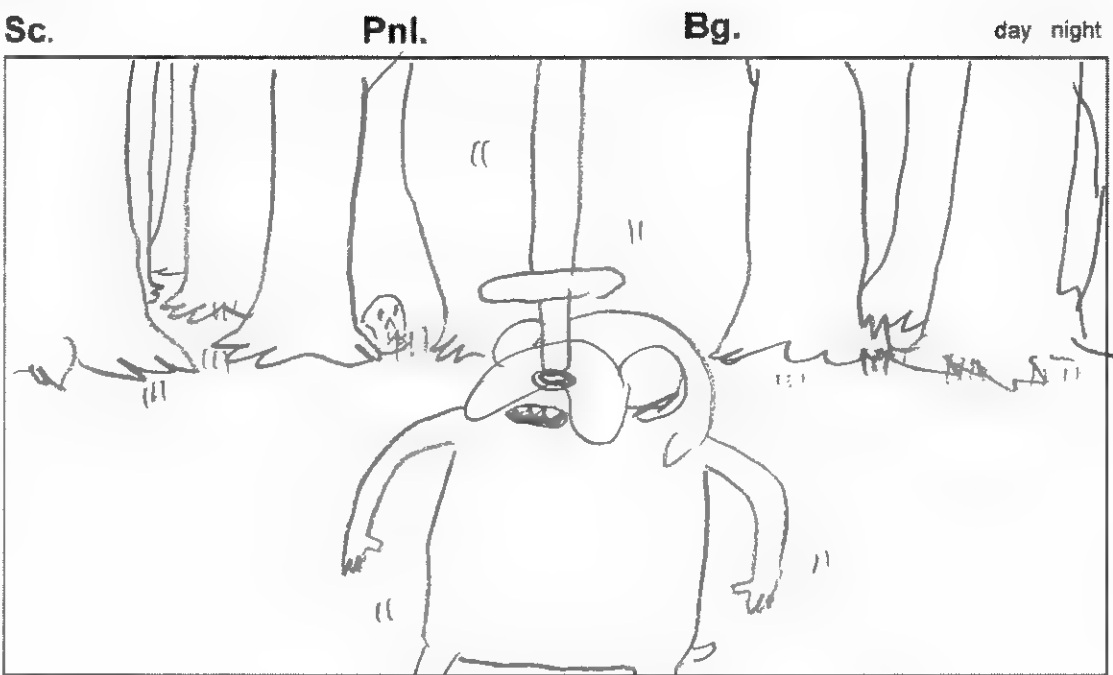
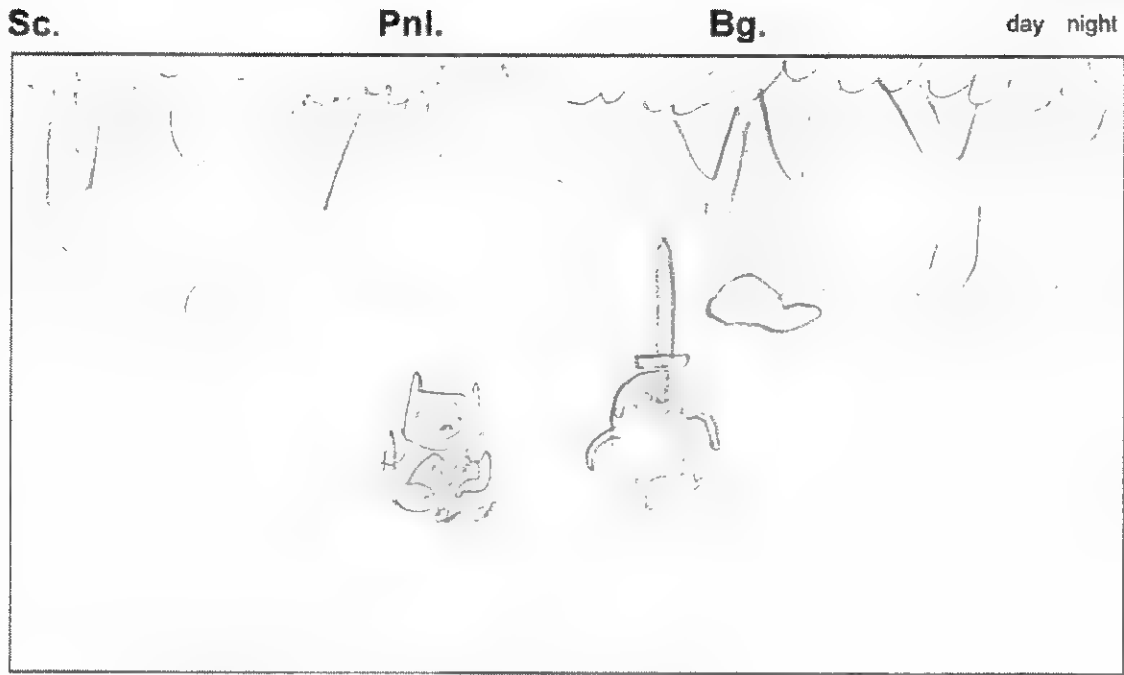
- cut -

Dialog:	*Gasp*
Action:	
Timing:	

EPISODE # 692016

Production :

ADVENTURE TIME



Dialog:	<p>① I feel like I was only yelling I care about her safety.</p>	<p>② That's what happens when you care too much, dude.</p>
Action:		
Timing:		

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 125 Pnl. Bg. day night

Sc. Pnl. 3 Bg. day night

Dialog:	E: You end up being pissed. At all the time.	T: (o.s.) Ahhhhhh —!
Action:		LJ: hah?
Timing:		(hah hah hah)

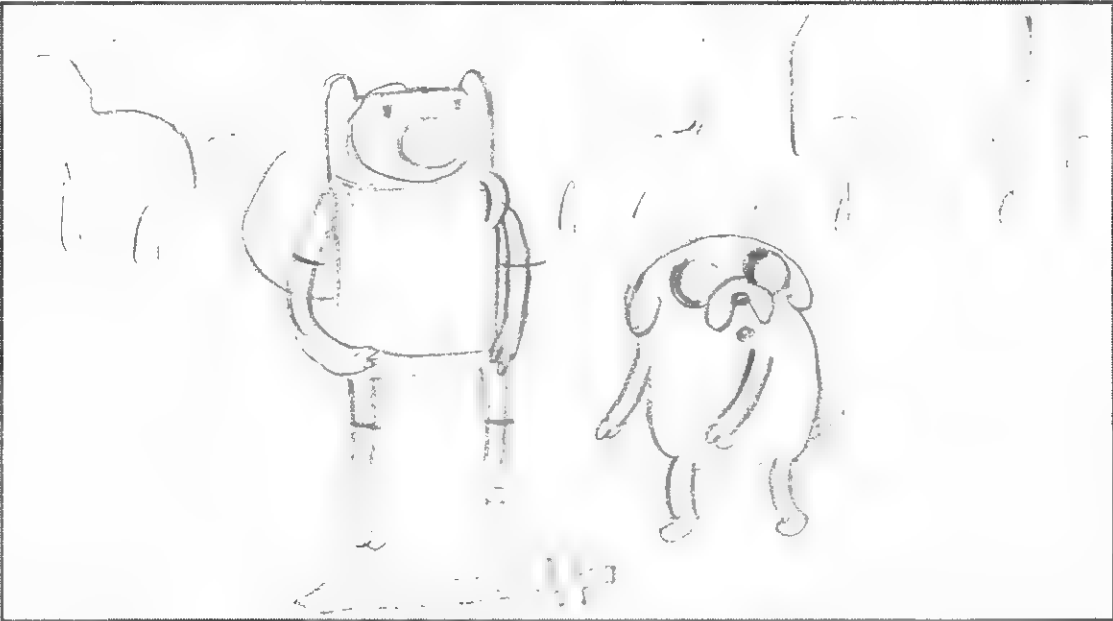
EPISODE # 692016 Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any format except for production purposes, and may not be sold or transferred.

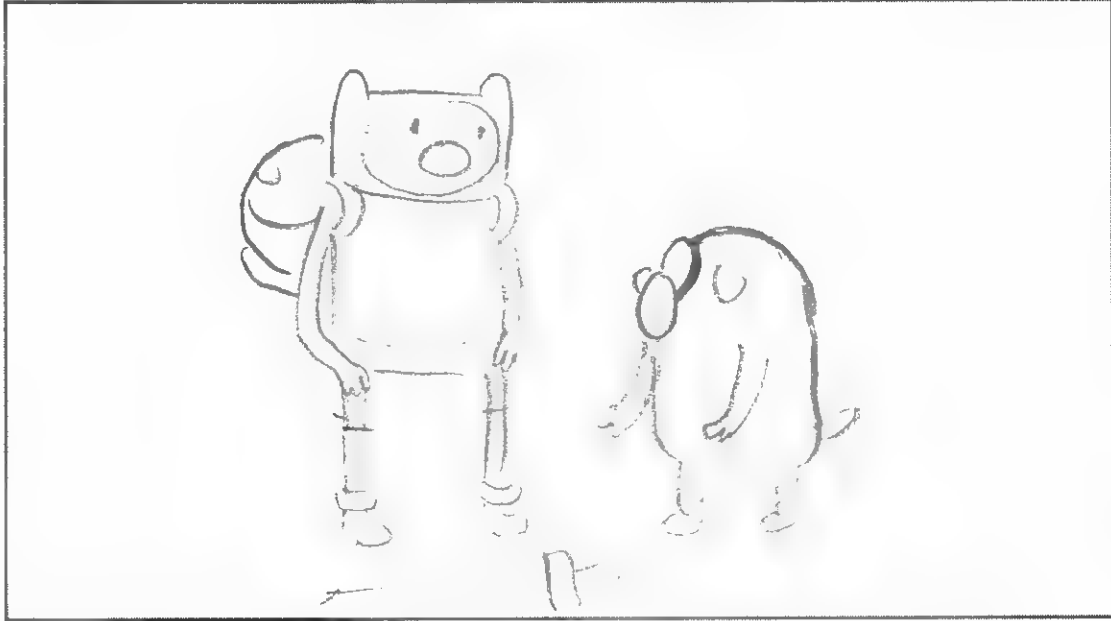
ADVENTURE TIME



Sc. 136 Pnl. 1 Bg. day night



Sc. Pnl. 2 Bg. day night



Dialog:	F&J: Tree Trunks?
Action:	
Timing:	

Production : EPISODE # 692016

ADVENTURE TIME



(No 4.194)

Page 195

Sc. 137 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	(Cris.) u-f... (F) tree trunks!
Action:	1585 ... screen
Timing:	

EPISODE # 092016
Production :

day night



Page 196

day night



F: Huh !!

TT: Finn I found it!

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

TT I found the crystal - (um Apple!

Timing:

EPISODE # 692016
Production :

ADVENTURE TIME

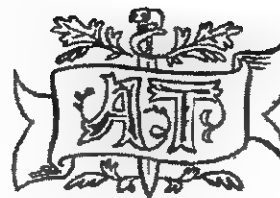


Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
music: Albin
Action:
Timing:

EPISODE # 692016
Production :

ADVENTURE TIME



Page 199

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	(F:) Wooo!! Tree Trunks! You did it!! (J:) You're the man, Tree Trunks!	(F:) Tree trunks! I'm a huge Butt guy for getting mad at you!
Action:	← (BG) TRACK CHARACTERS PANNING BG	
Timing:		

EPISODE # 92016

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night

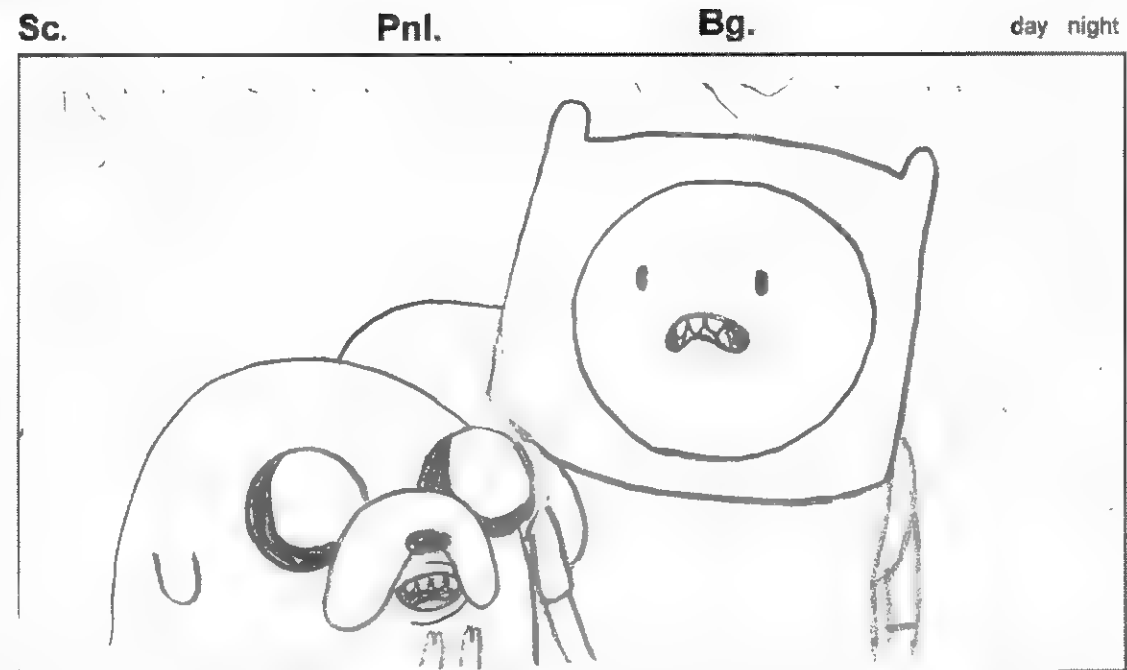
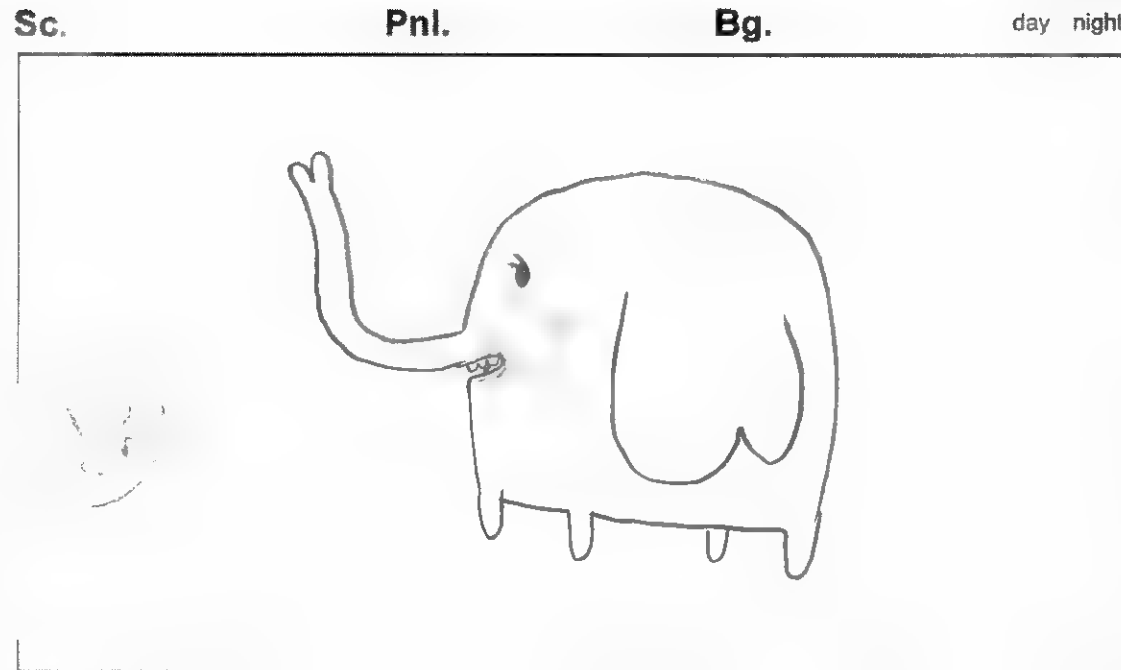
Dialog:	<p>Finn I'm a huge fart. I was so upset because I love you and I don't want to see you get hurt.</p>	<p>Ice King That's precious Finn, and I'll accept your apology..</p>
Action:		
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Page 201



Dialog:

(T!) If you let me kiss
your cheek.

Finn Huh!?

(J!) Woh! Let her kiss your cheeks man!
It's a once in a lifetime
opportunity!

Action:

Timing:

EPISODE # 692016

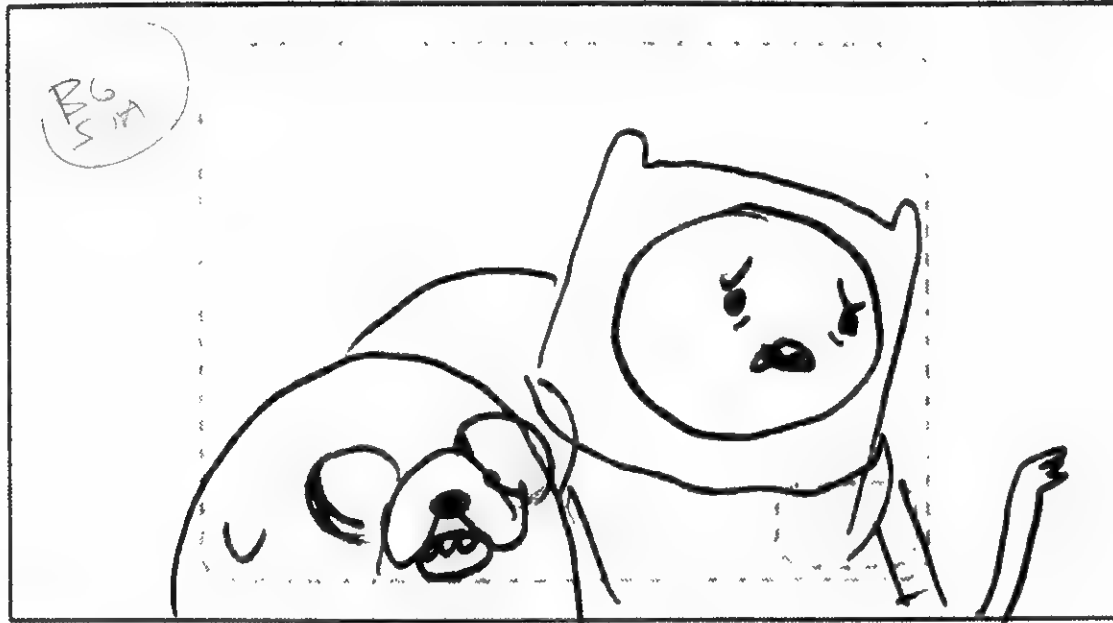
Production :

ADVENTURE TIME



Page 202

Sc. Pnl. Bg. day night



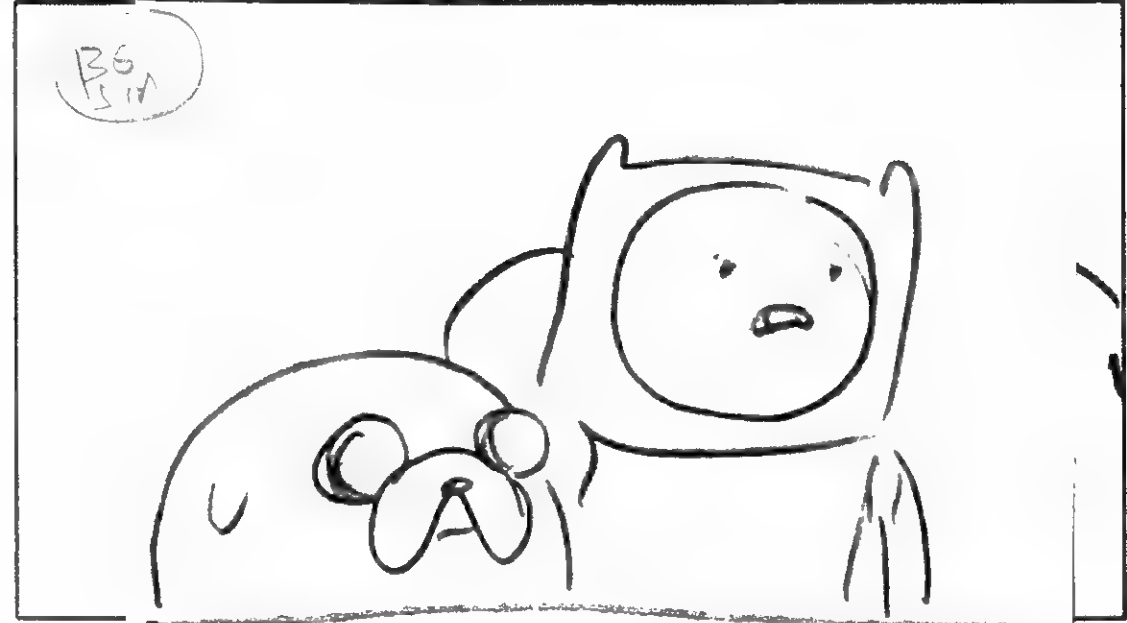
Dialog:

(F!) Uhh... I don't know

Action:

Timing:

Sc. Pnl. Bg. day night



monster: (O.S.)
WOH! let her kiss your
cheeks.. man..

692016

EPISODE 6

Production:

ADVENTURE TIME



Page 203

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dial</p> <p>Actl</p>					<p>(CRYSTAL Guardian appears from behind tree)</p> <p>(m) <u>urgh/e...</u></p>				
					<p>Timing:</p>				

EPISODE # 692016

Production :

27

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 106 Pnl. 3 Bg. day night

Sc. 107 Pnl. 3 Bg. day night

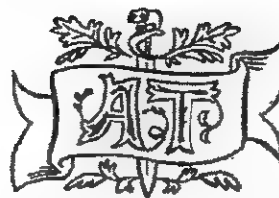
Dialog
Action
Timin

(Finn face) M: Uhhh I don't know.
(reaction)

EPISODE # 692016
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred

ADVENTURE TIME



Sc.

147

Pnl.

B

Bg.

day night



Sc.

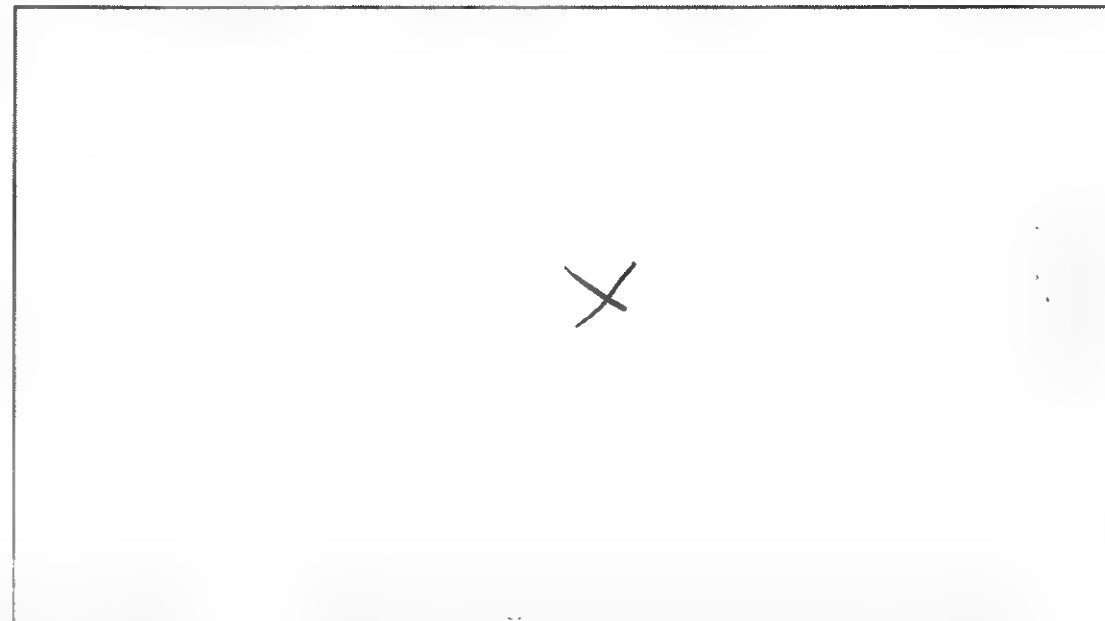
148

Pnl.

A

Bg.

day night



Dialog:

(once said)
Ms. once in a lifetime opportunity.

Action:

(reflection - "once in a lifetime")

Timing:

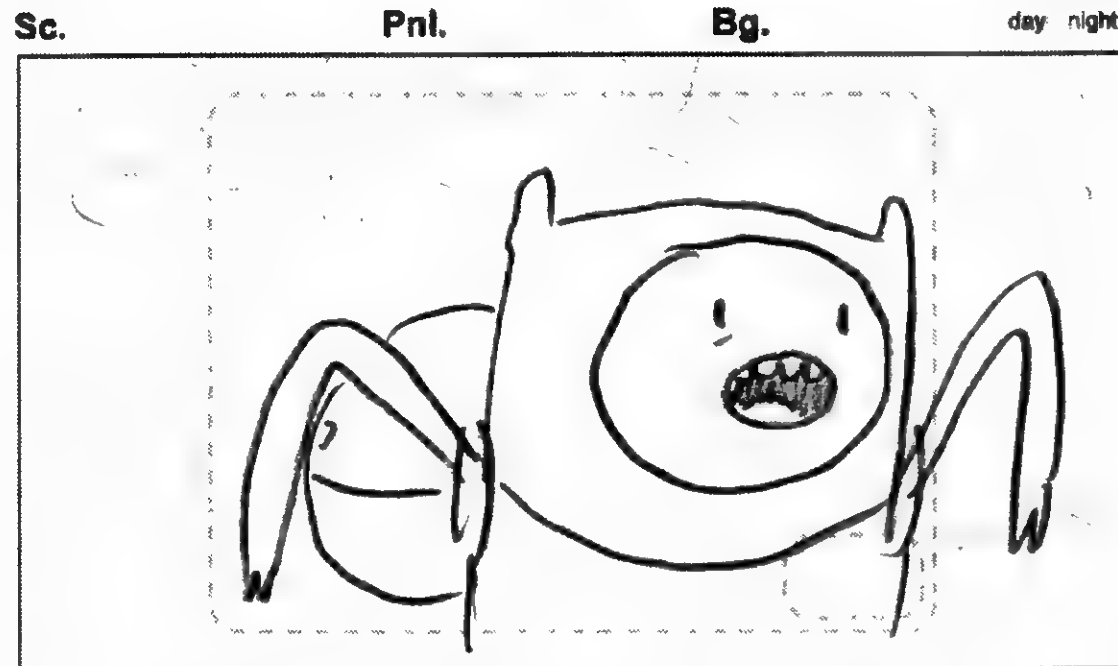
EPISODE #
692016

Production :

ADVENTURE TIME



page 205A

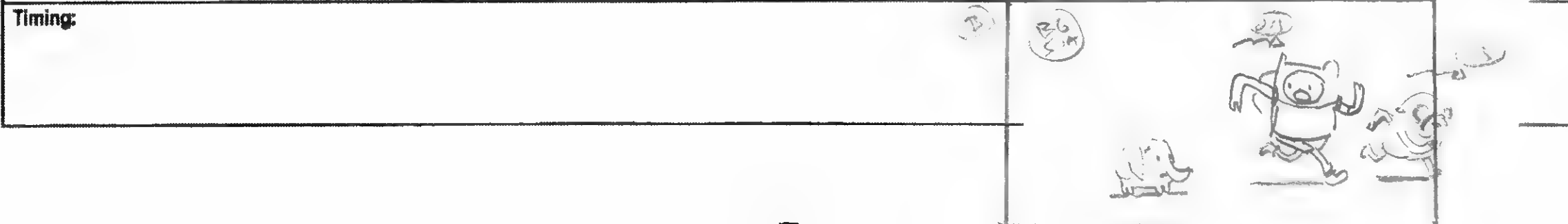


Dialog: (F) a crystal guardian!

Tree Trunks! Stay out of the monster battle this time!!!

Action:

I don't want you getting hurt!



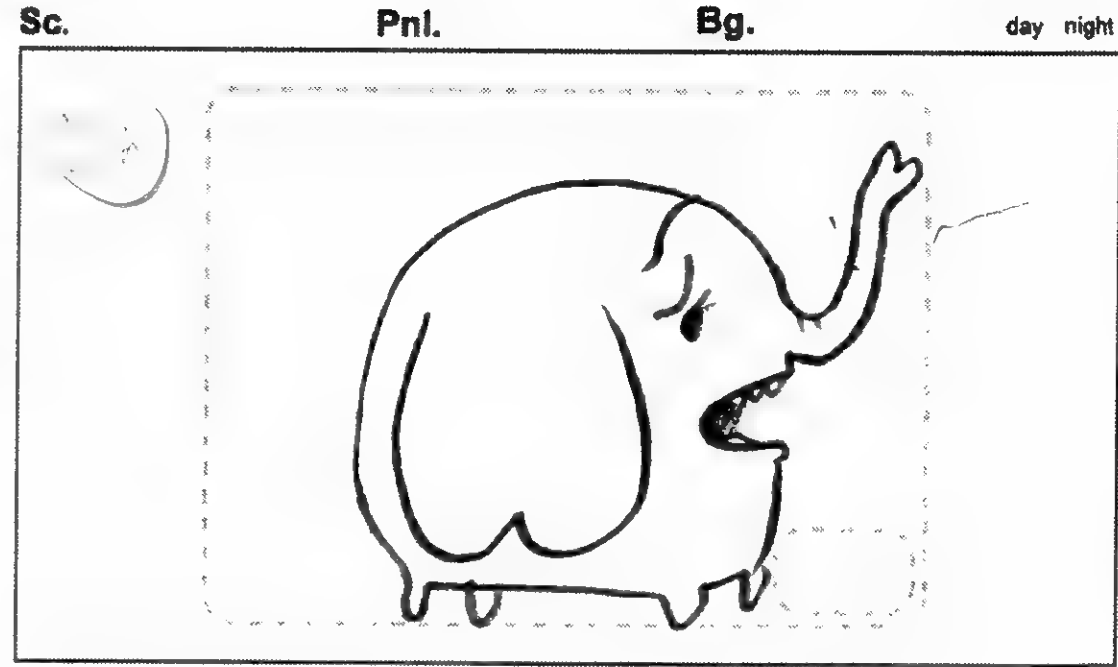
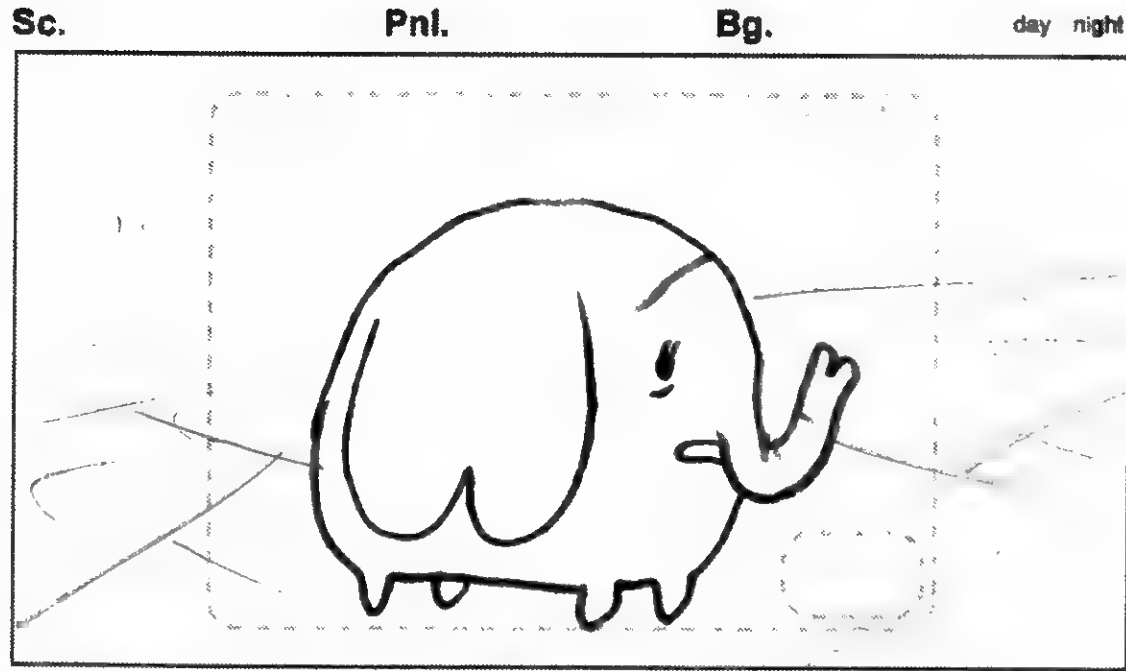
EPISODE # 692016

Production :

ADVENTURE TIME



Page 205 B



Dialog:

TT: eh h..

TT: alright Finn!
I promise I will.

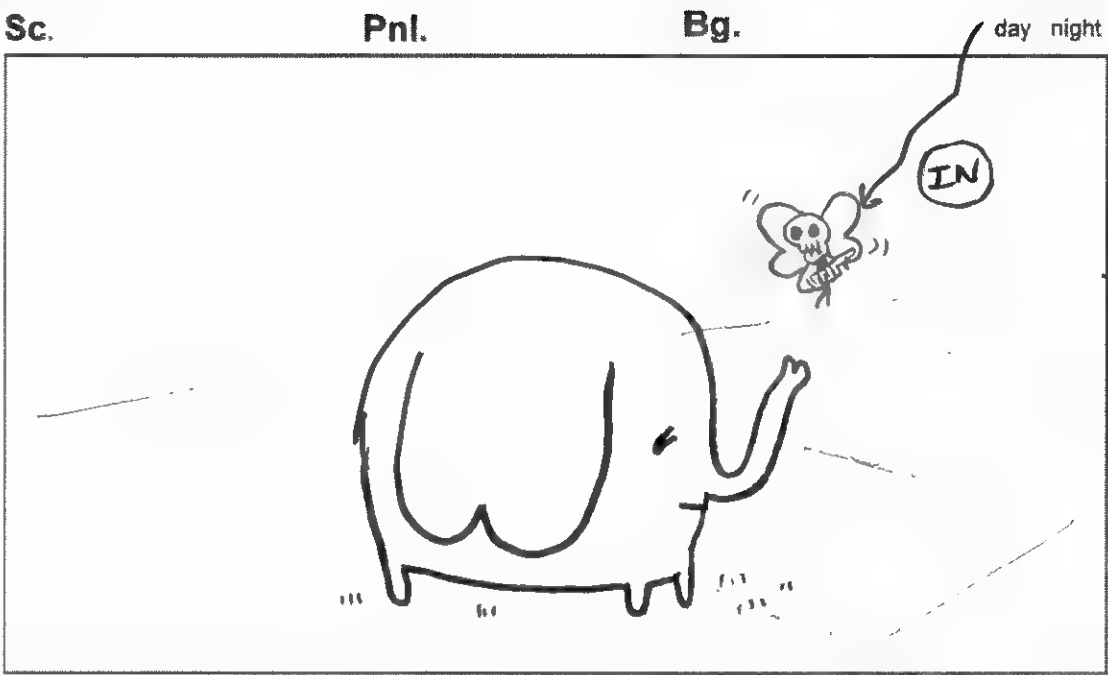
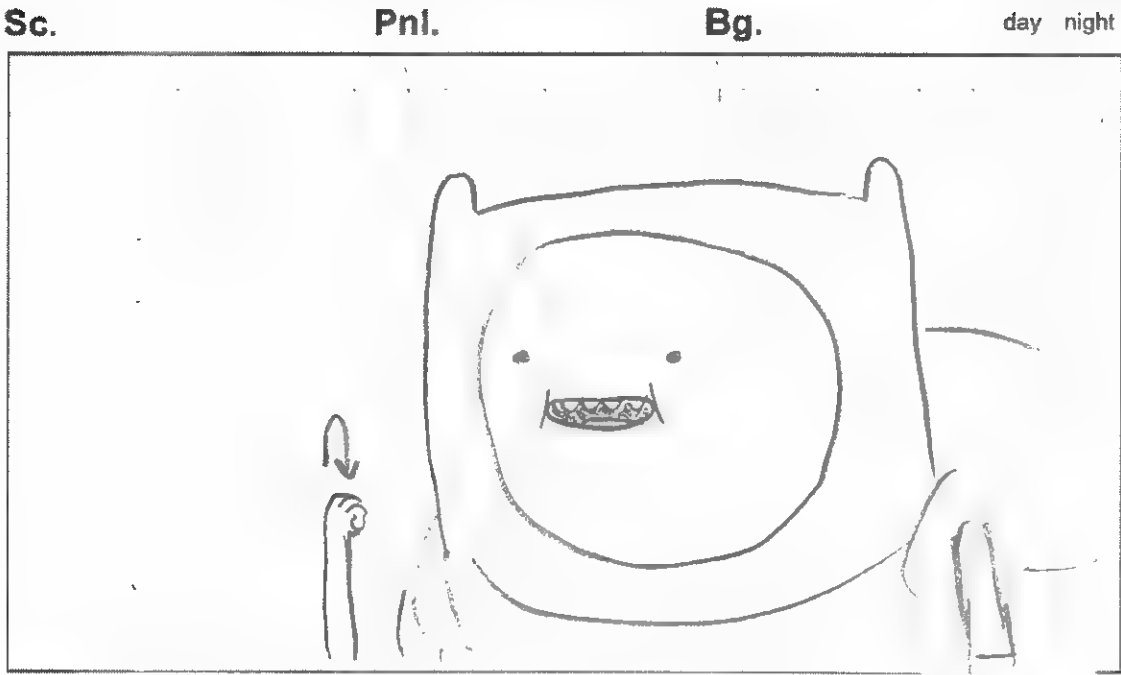
Action:

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Dialog:	(F:) Radical..	(TT:) mmm..
Action:	(butterfly enters holding keytar)	
Timing:		

EPISODE # 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and cannot be copied from this script, duplicated or used in any manner except for production purposes. Nothing can be sold or transferred.

ADVENTIDE TIME



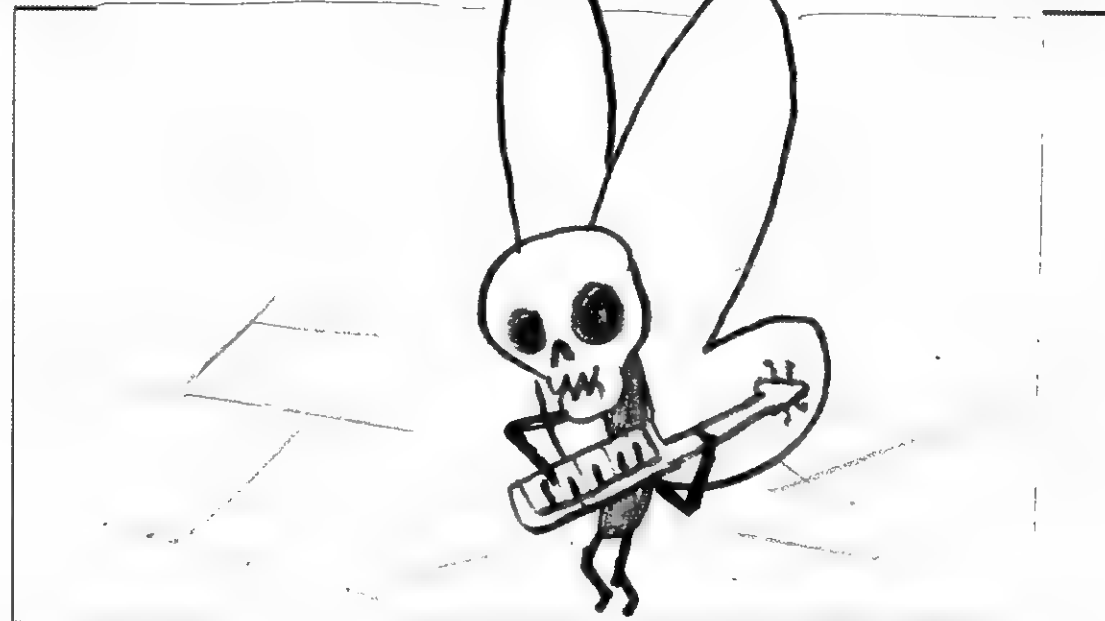
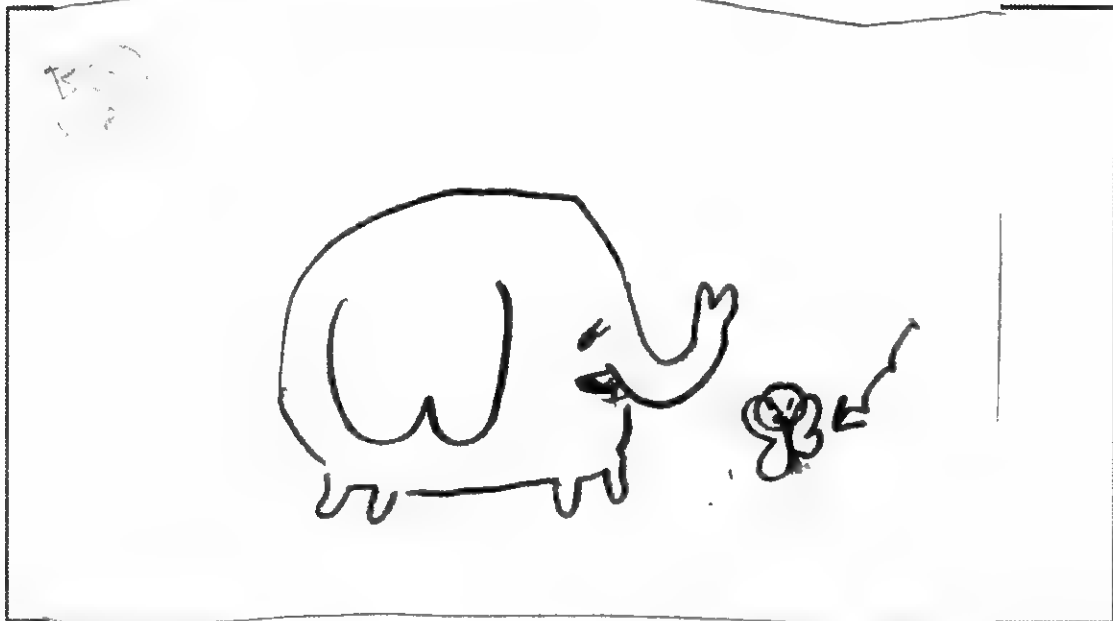
Page 205 D

Sc.

day night

Sc.

night



Dis

TT) did you see me?
butterfly friend!

Action:

(plays little green bag)

Timing:

EPISODE # 692016

Production :



Sc.

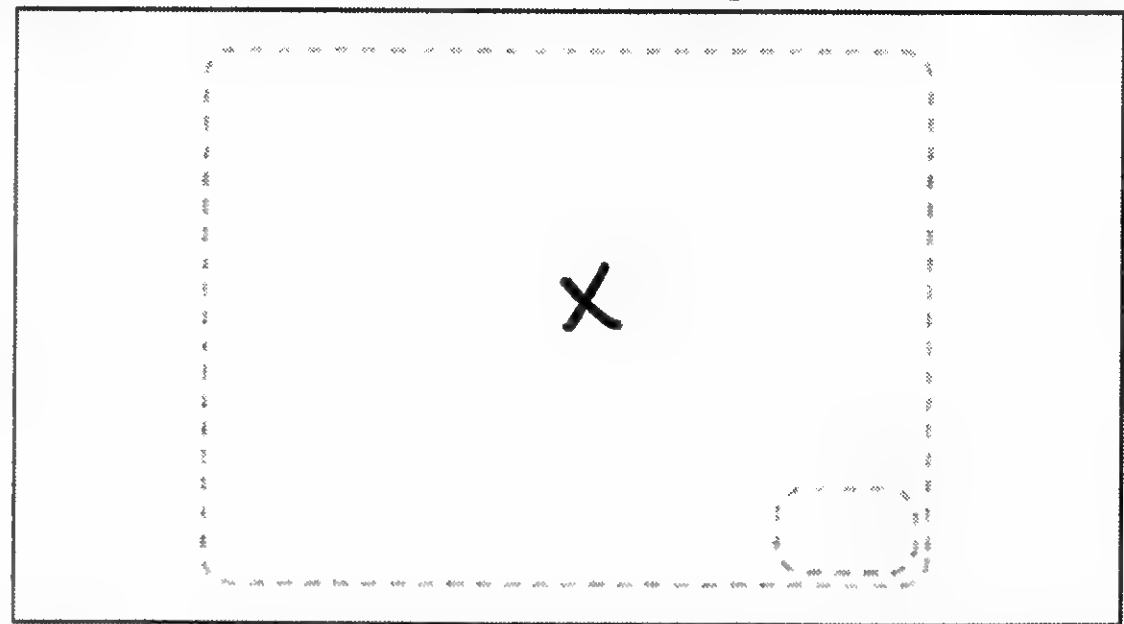
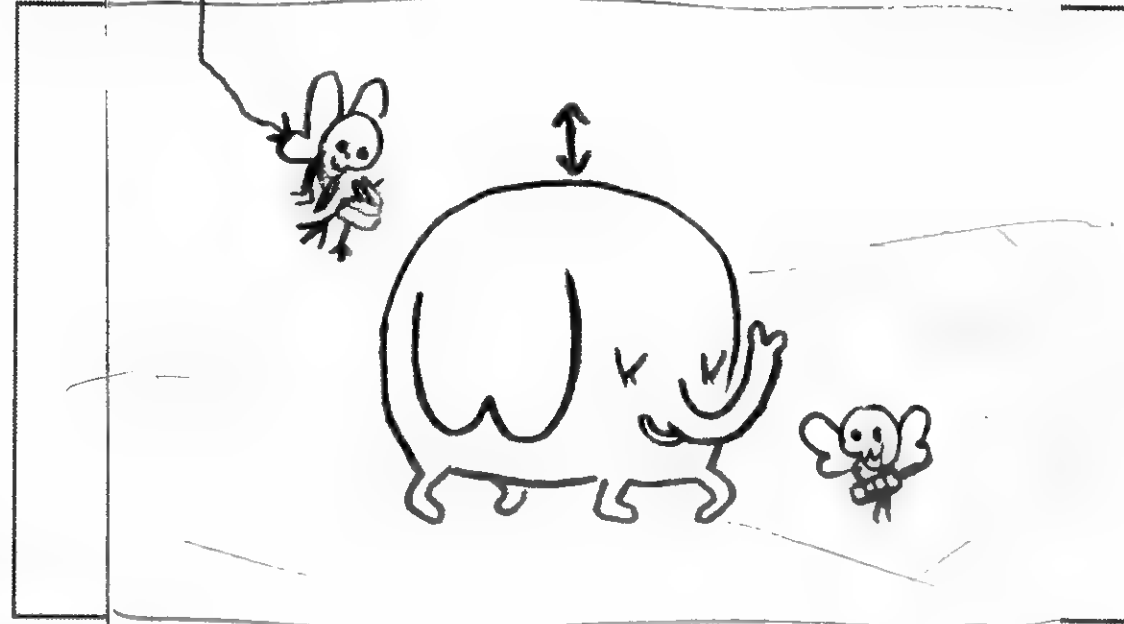
night

Sc.

Pnl.

Bg.

day night



Dialog:

(Tree Trunks is dancing.)
(another butterfly comes in with a

Action:

snare and a high hat.)

Timing:

EPISODE # 692016

Production :

© 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 205 F

Sc.

149

Pnl.

A

Bg.

day night



Sc.

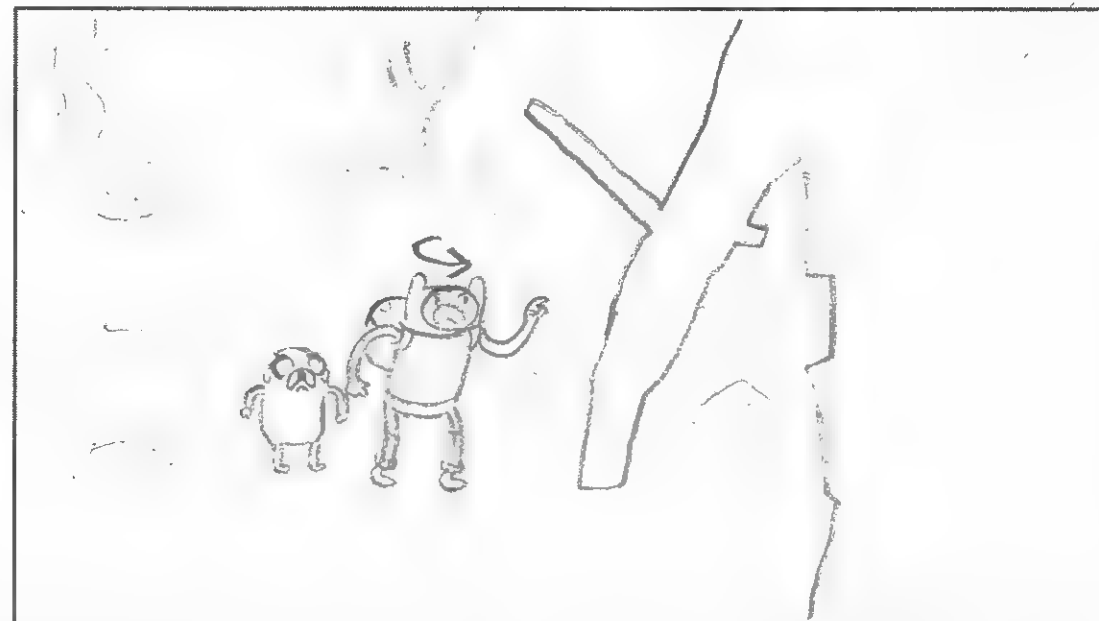
150

Pnl.

A

Bg.

day night



Dialog

(M) BAARKK! BARRKKUH!

Action

(Take reflection talks)

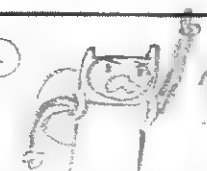
Timing

F. back off you!
That apple is for Trunks!!

(start pose)



(2)



...Trunks!!

EPISODE # 592016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



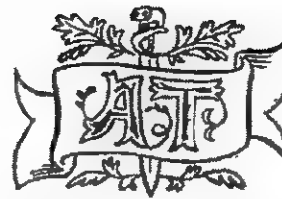
Sc. 131 Pnl. A Bg. day night

Sc. 132 Pnl. A Bg. day night

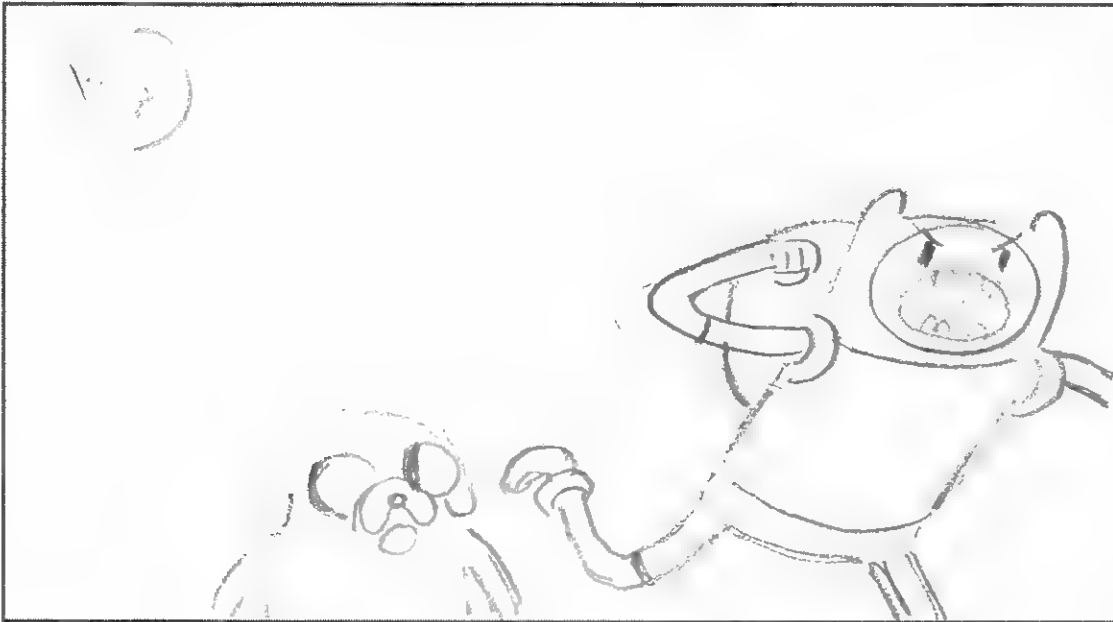
Dialog:	M: Back off ... That apple is for Tree Trunks..	F: Stop copying me!
Action:		
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Sc. 152 Pnl. B Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:	F: Graah - !	M: Stop crying me
Action:		
Timing:		

EPISODE # 692016

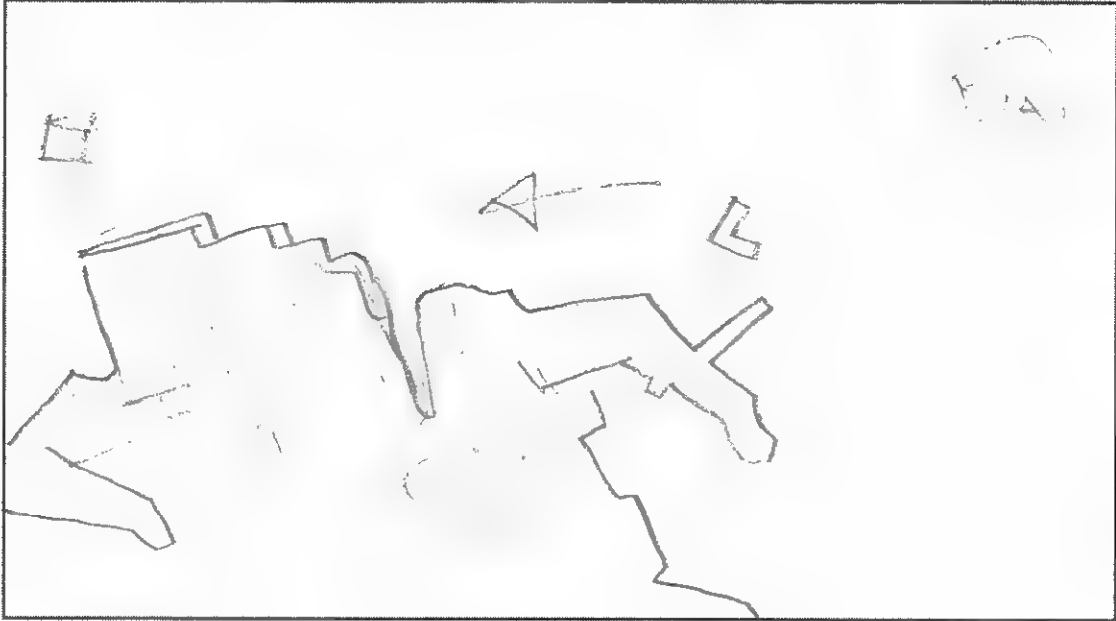
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

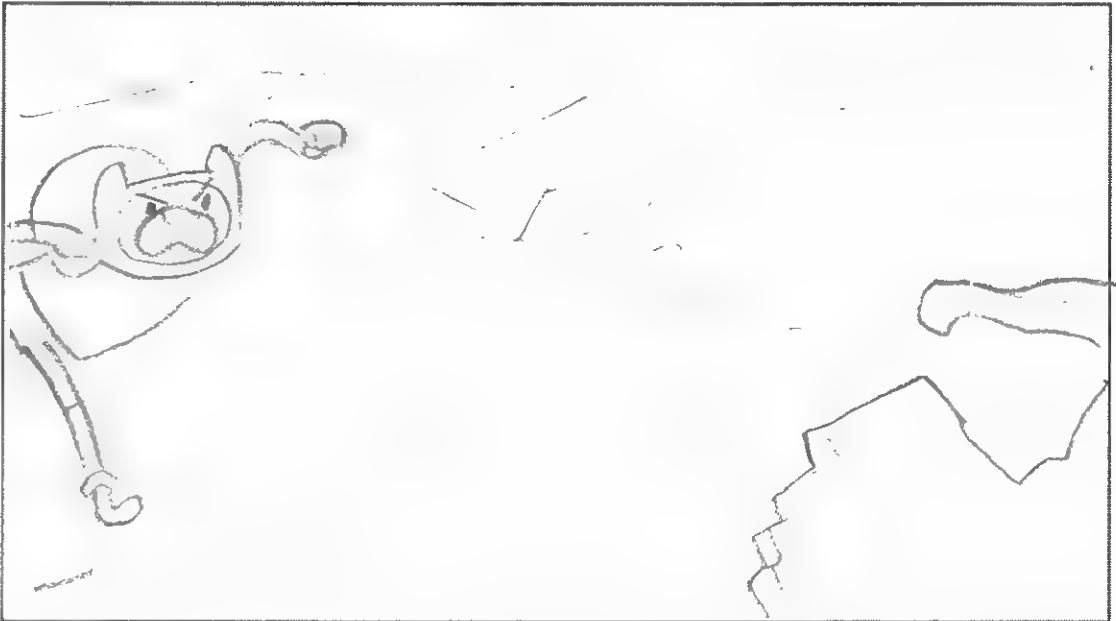
ADVENTURE TIME



Sc. 153 Pnl. B Bg. day night



Sc. 154 Pnl. C Bg. day night



Dialog:	M: Groah -	F: AHHH!!
Action:		
Timing:		

EPISODE # 692016

Production :

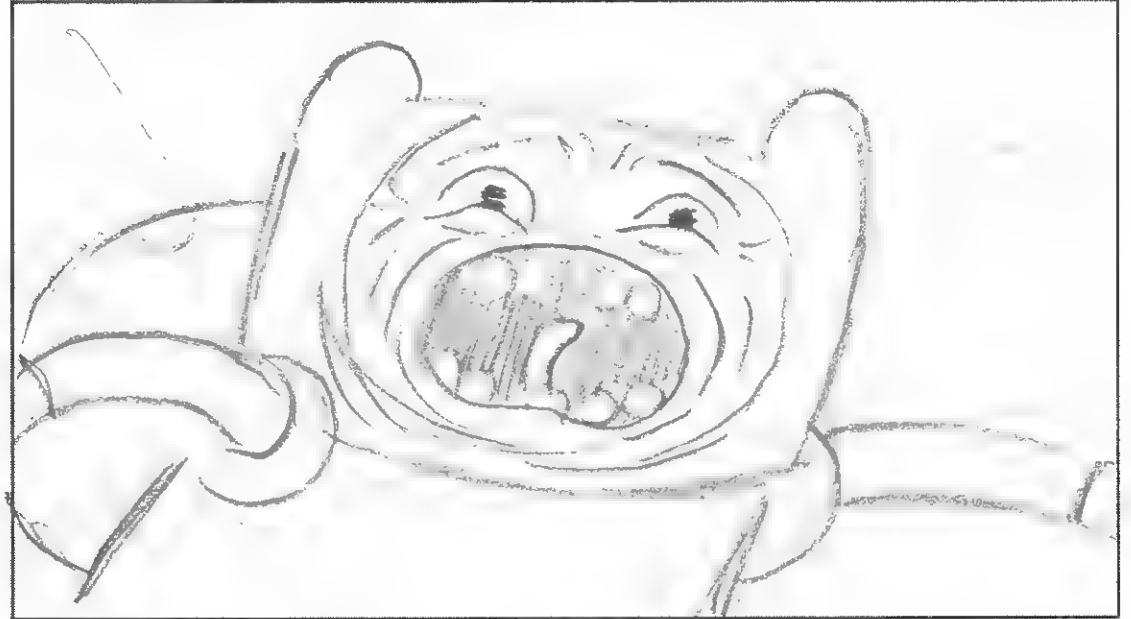
ADVENTURE TIME



Sc. 154 Pnl. 3 Bg. day night



Sc. 155 Pnl. 1 Bg. day night



Dialog:
<u>"POW!"</u>
<u>F: AGH!"</u>
Action:
Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Page 210

Sc.

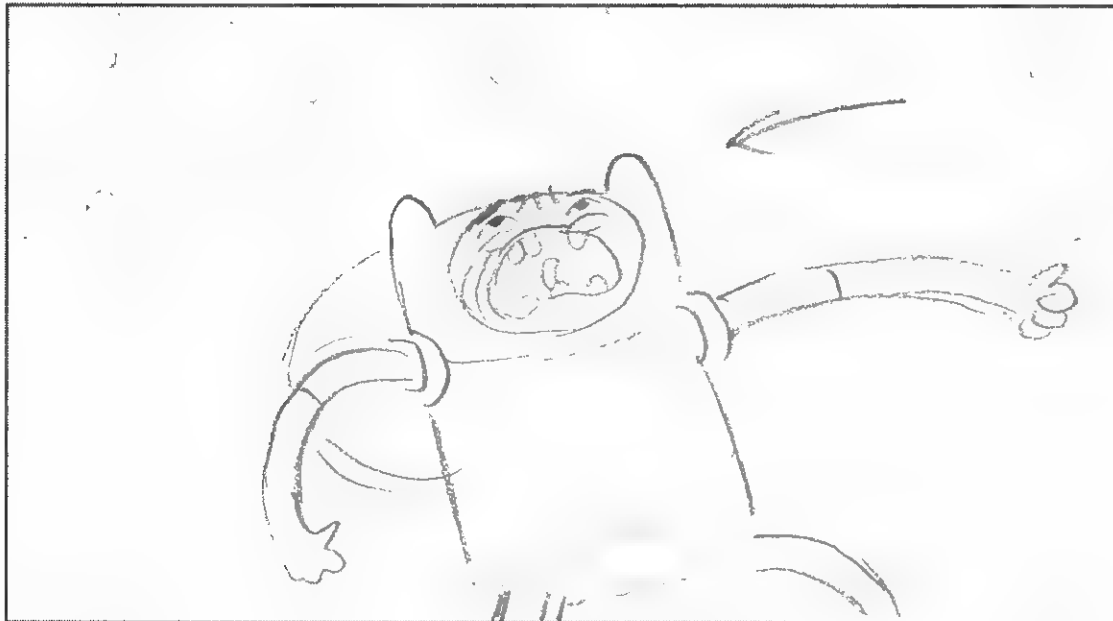
156

Pnl.

A

Bg.

day night



Sc.

156

Pnl.

1

Bg.

day night



Dialog:

F: GAHHH!!

F: owww...

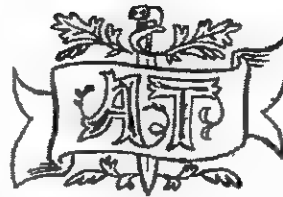
Action:

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 16-1 Pnl. 1 Bg. 1 day night



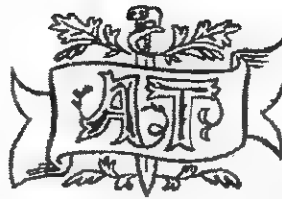
Sc. 16-2 Pnl. 2 Bg. 1 day night



Dialog:	J: Finn!	J: Nooooo —
Action:		
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Sc. 157 Pnl. Bg. day night

Sc. 157 Pnl. Bg. day night

Dialog:	J: Aaaaa	J: ooooo
Action:	(Jake stretches out)	* PAN * (2 FIELD PAN)
Timing:		

157-5012
PAN
EPISODE # 692016
Production :

ADVENTURE TIME



Sc.

Pnl.

E

Bg.

day night

Sc.

Pnl.

E

Bg.

day night

ADT →



ADT →



Dialog:

Action:

Timing:

EPISODE # 692016

Production :

© 2009 The material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:
M: Nooo ...
M: ooooo
Action:
Timing:

EPISODE # 692016
Production :

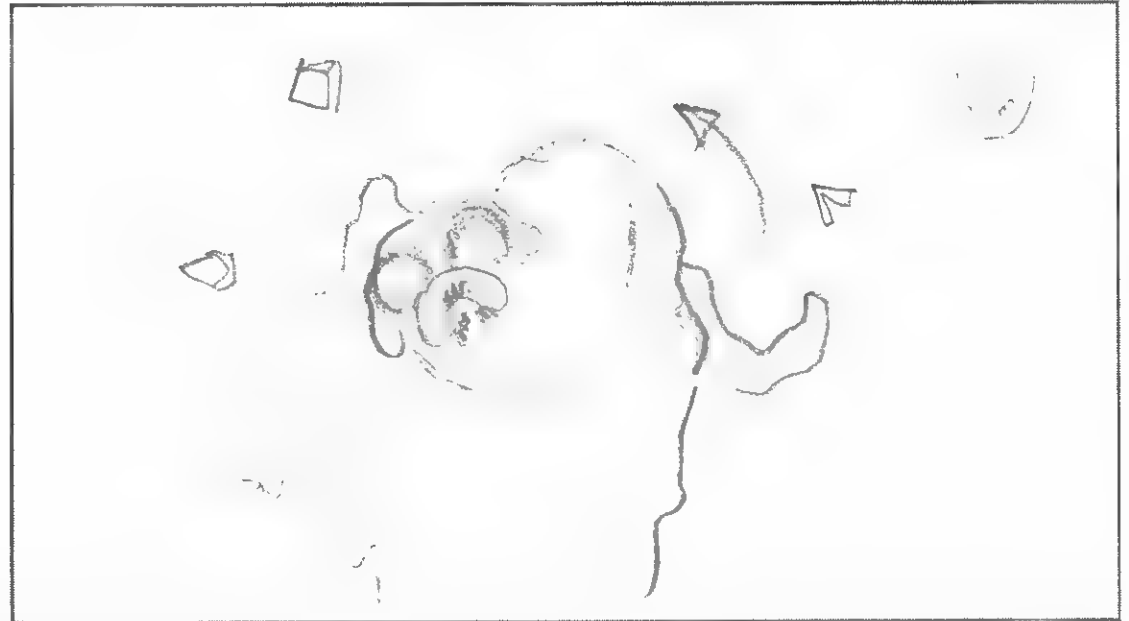
ADVENTURE TIME



Sc. 158 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 692016
Production :

ADVENTURE TIME



Sc.

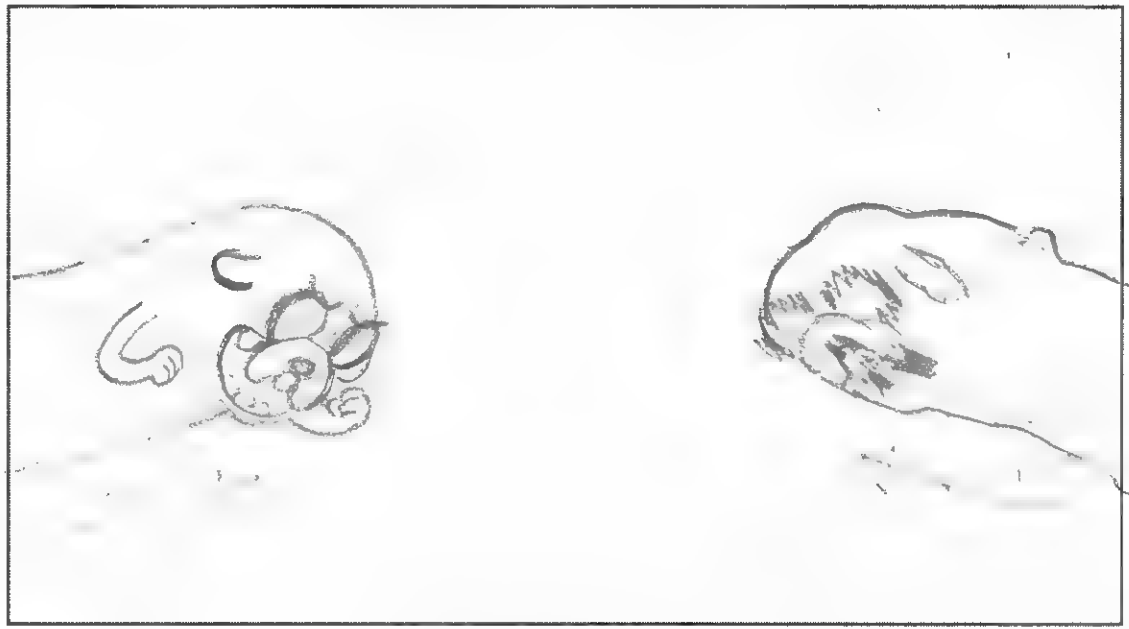
150

Pnl.

A

Bg.

day night



Sc.

Pnl.

B

Bg.

day night



Dialog:

J: Haaa — !

J: Grrr !!
"BONK"

Action:

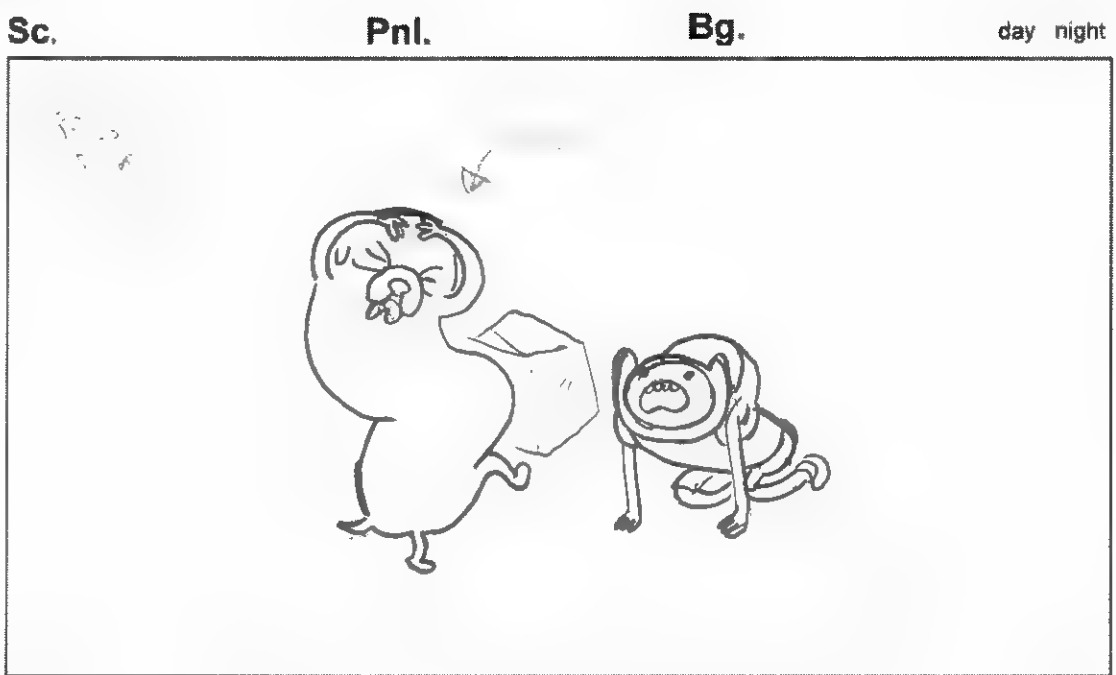
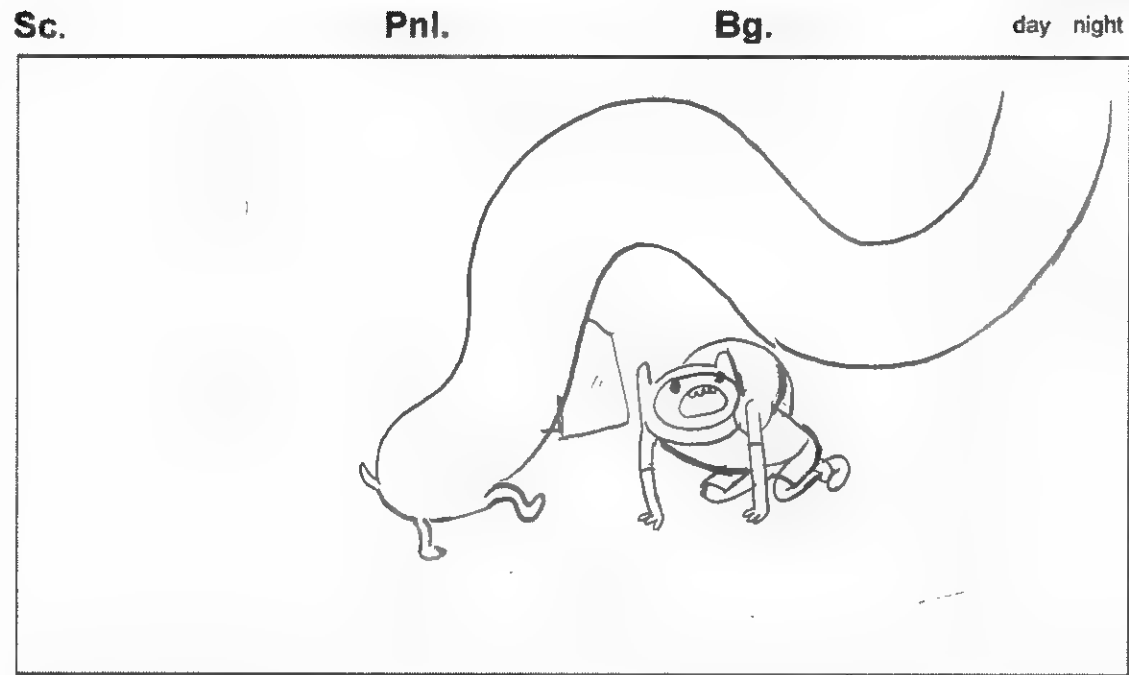
Timing:

EPISODE # 692016

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	J: (V.O.) AghL!	J: Ah — !
Action:		
Timing:		

EPISODE # 692016
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



692016

Page 212

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	J: OWWW....	F: Ugh...
Action:	(Finn gets up and tries to pick up a rock)	
Timing:		

EPISODE # 692016
Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred

ADVENTURE TIME



(PREVIOUS PL. 218)

Sc. 162 Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:	F: Hah!!
Action:	(Finn spins) (Finn throws rock)
Timing:	

EPISODE # 92016

Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 103 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	"Dodge"
Action:	(Mirror Man dodges rock)
Timing:	

EPISODE # 692016
Production :

ADVENTURE TIME



Sc. 162 Pnl. C Bg. day night

Sc. 163 Pnl. D Bg. day night

Dialog:
Action: (floating object - finally hits finger)
Timing:

EPISODE # 692016
Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



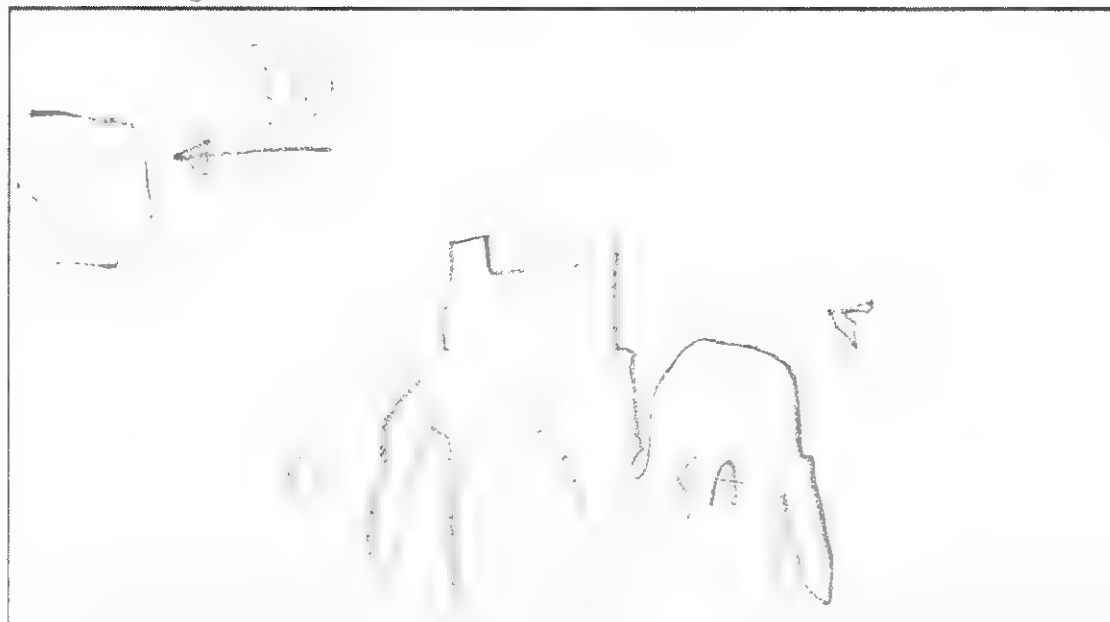
Page 226

Sc. 167

Pnl. E

Bg.

day night

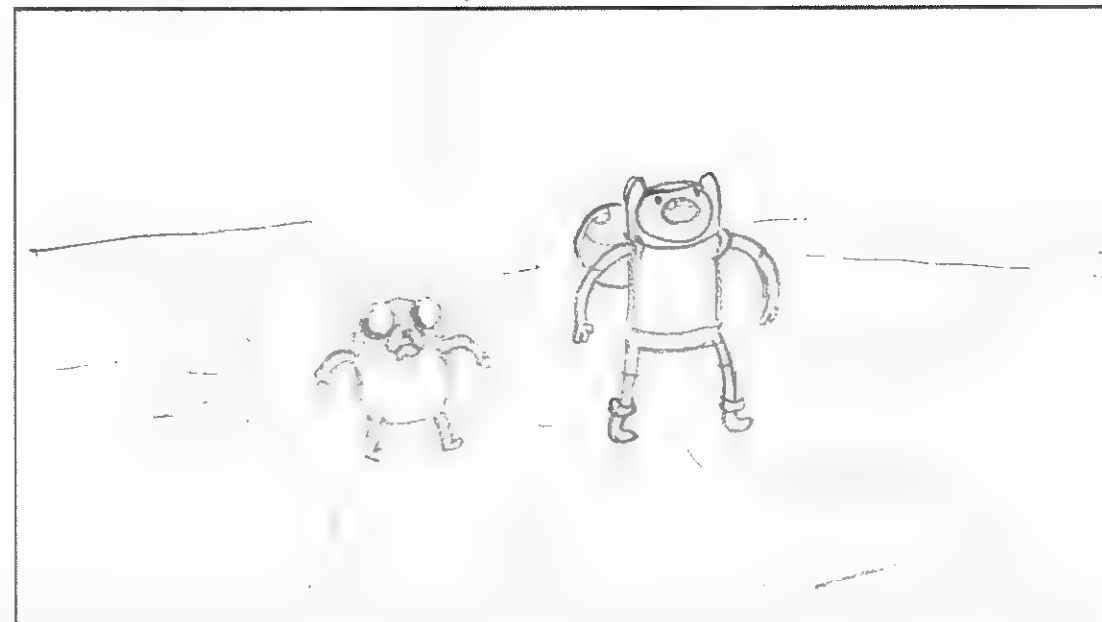


Sc. 168

Pnl. A

Bg.

day night



Dialog:

Action:

Floating piece of wood
F&J

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 100 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:	Object. "Boom"	① Hes copying everything we did
Action:	(F&J Dodge object)	they're not the same
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



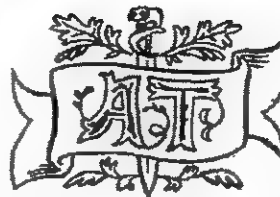
Sc. 16 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	I've got an idea!	J. We shouldn't kill ourselves...
Action:		
Timing:		

EPISODE # 692016
Production :

ADVENTURE TIME



Page 227

Sc.

Pnl. C

Bg.

day night



Sc. 165

Pnl. A

Bg.

day night



Dialog:

That's my friend!
Kill him soon.

Then we'll kill the dog, ma!

Action:

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	<u>Joe: Yeah</u>
Action:	
Timing:	

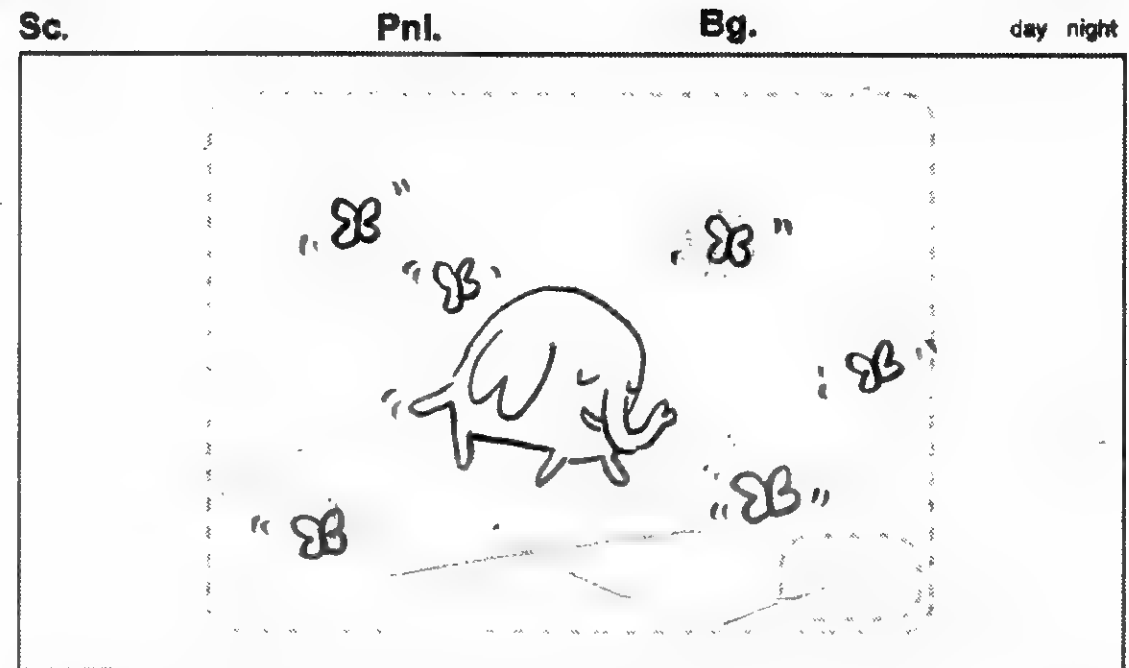
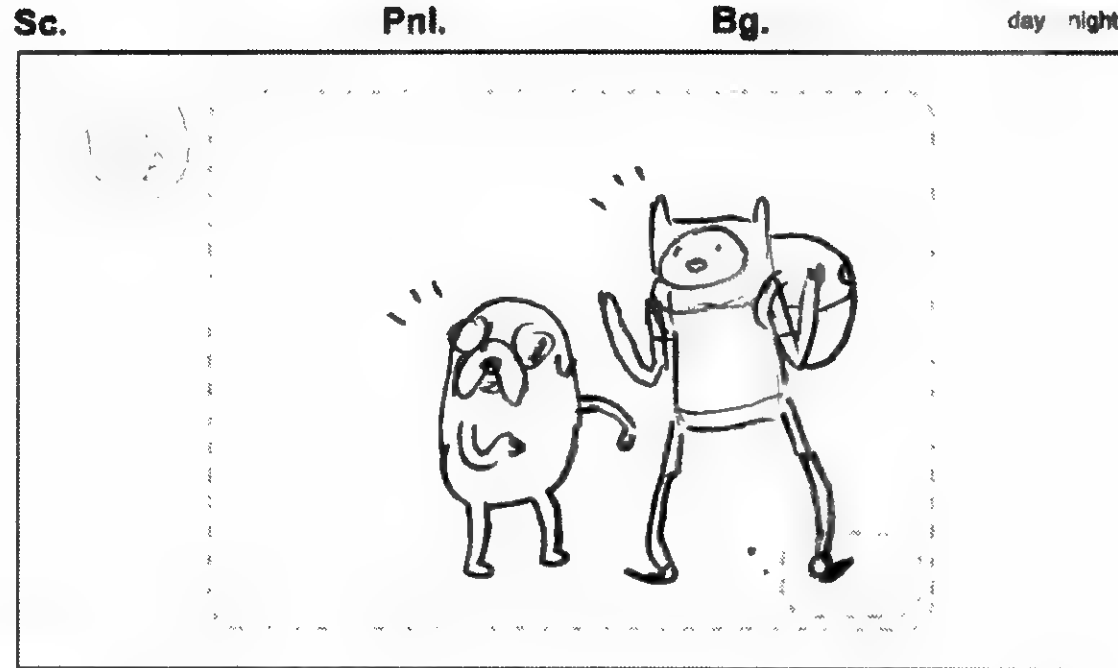
EPISODE # 692016

Production :

ADVENTURE TIME



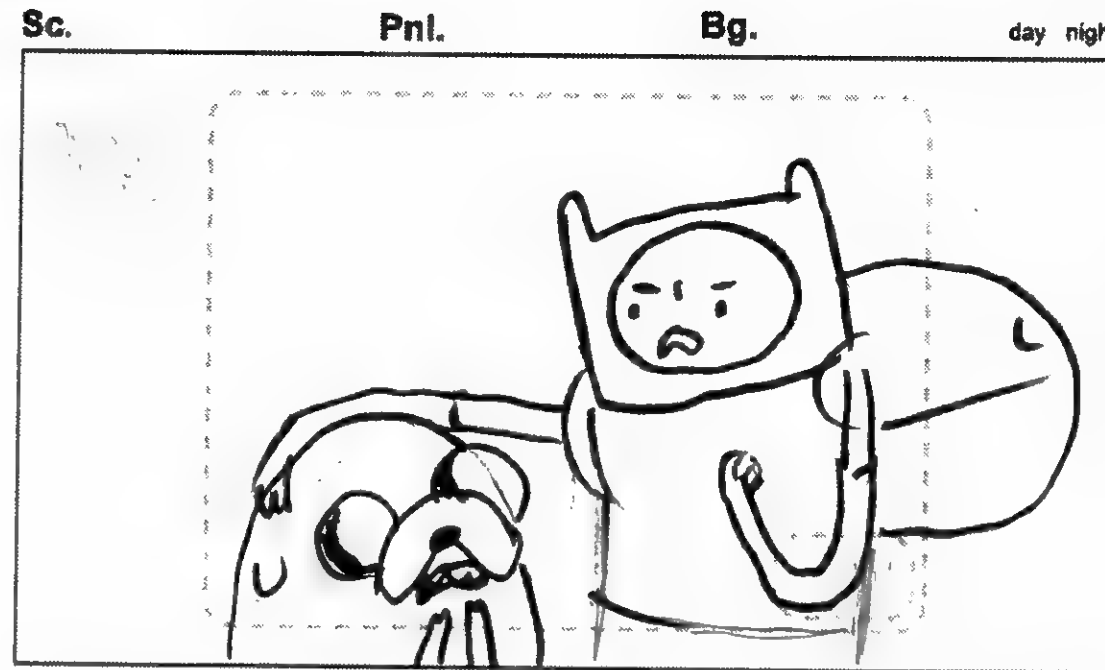
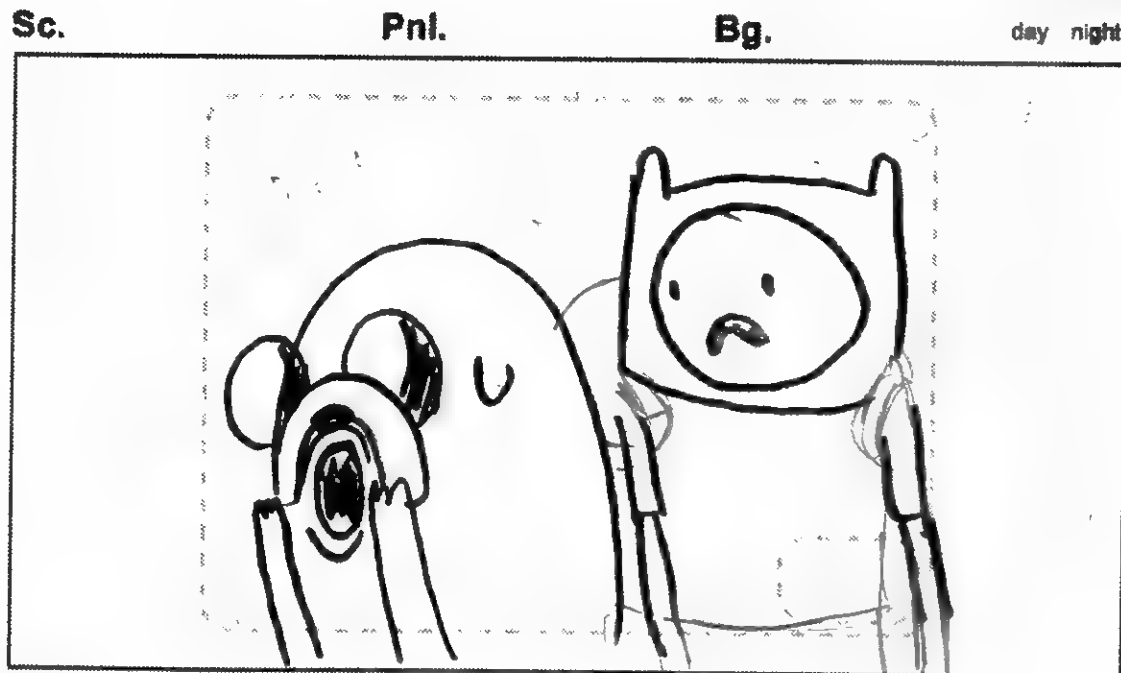
Page 229



Dialog:	(TT!) (O.S) doo doo dada dada!!!	(TT!) doo doo doo dooo doooo o o
Action:	(also groovy music.)	tree trunks dancing with full band of butterflies.
Timing:		

EPISODE# 692016

Production :



Dialog:	(J:) Woo!! Shake it Tree Trunks!	(F:) Take! keep it together!
Action:		... we're mid-monster battle.
Timing:		

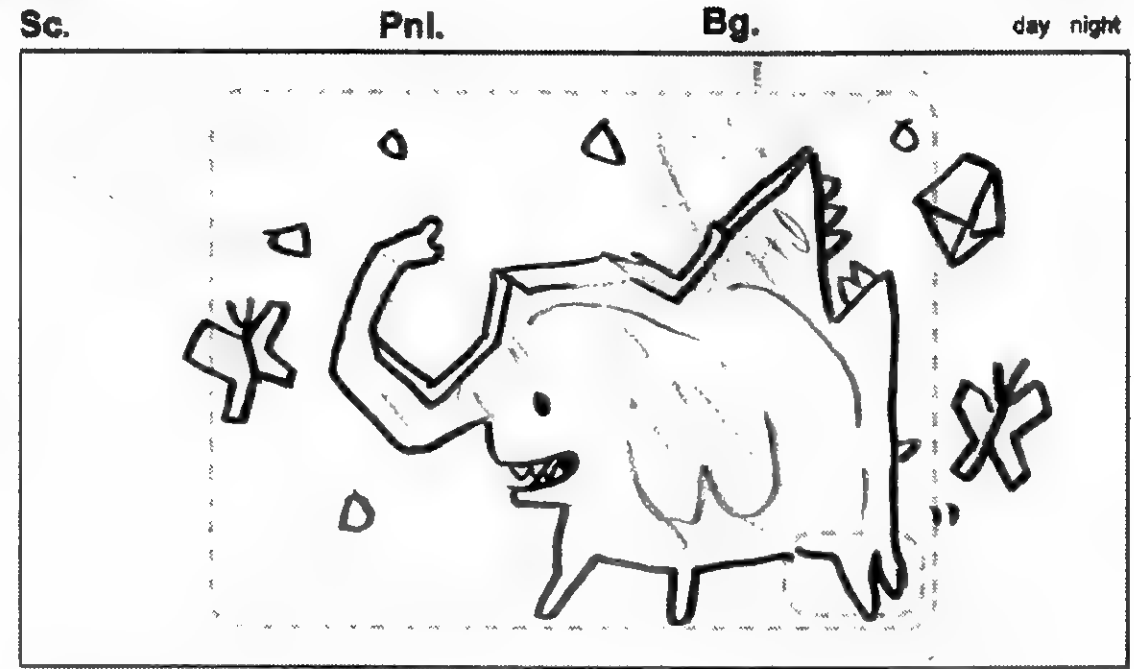
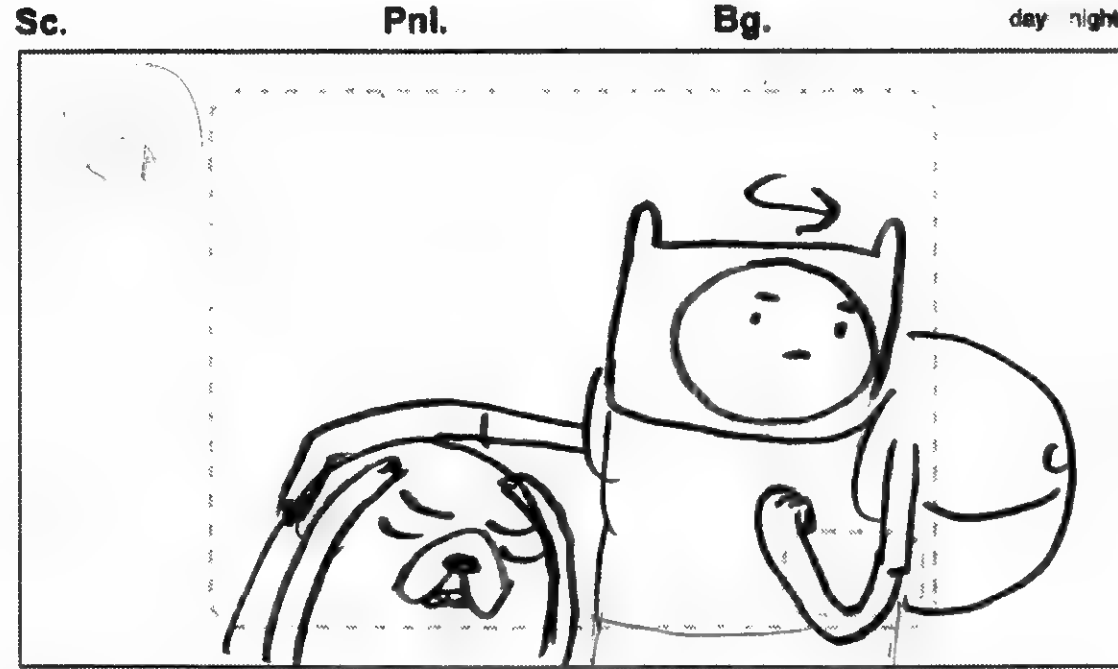
EPISODE # 692016

Production :

ADVENTURE TIME



Page 231



Dialog:	(J!) Oh right.	(M!) doo dooo doo doo doo doo.
Action:	Man, I've been spacein out all day today..	(monster w/ tree trunks reflection - dancing)
Timing:		

EPISODE # 692016

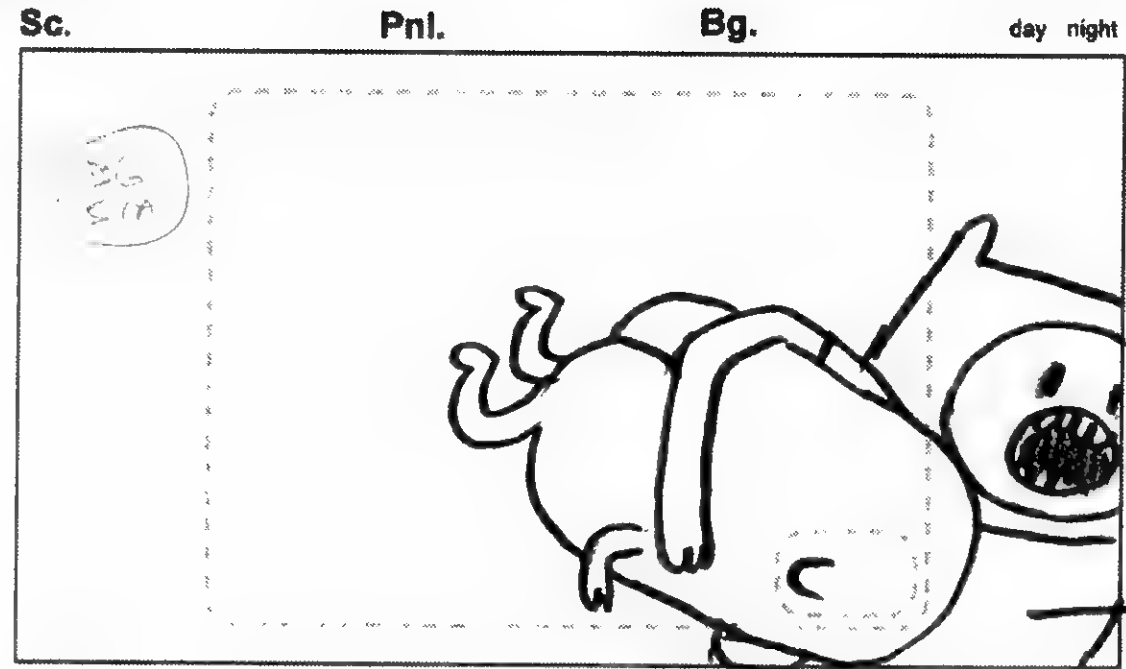
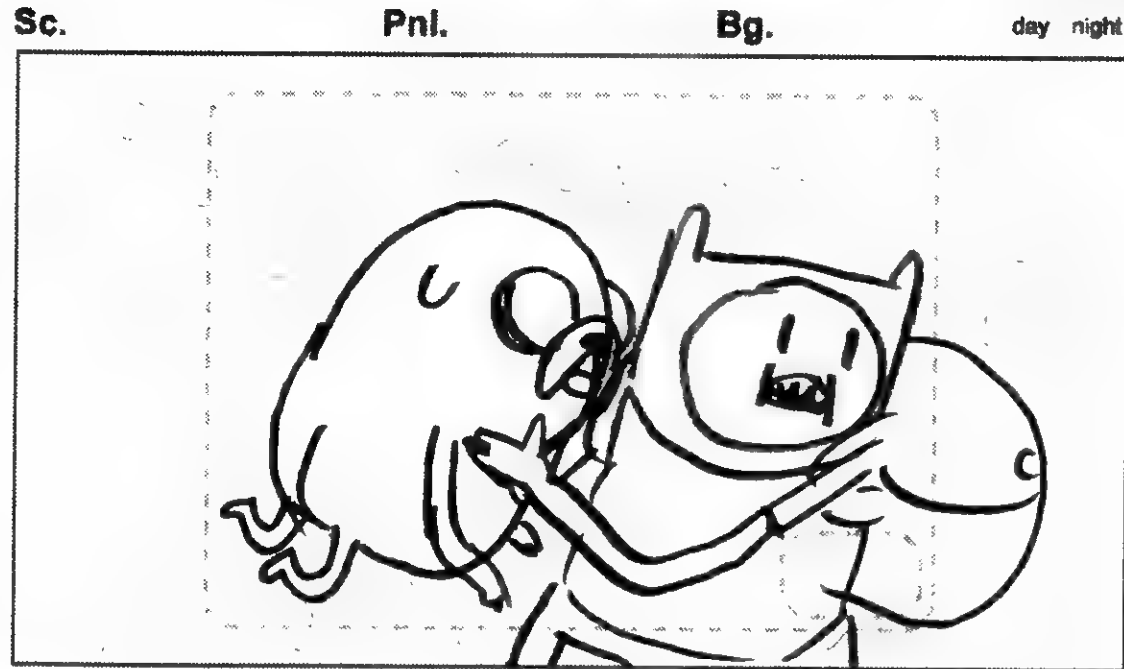
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Reproduction is used to any extent except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 232



Dialog:	(F:) Jam clam!	(F:) "let's beat it up while it's copying tree trunks!"
Action:	(looking os. at monster)	(looks at Jake)
Timing:		

692016

EPISODE #

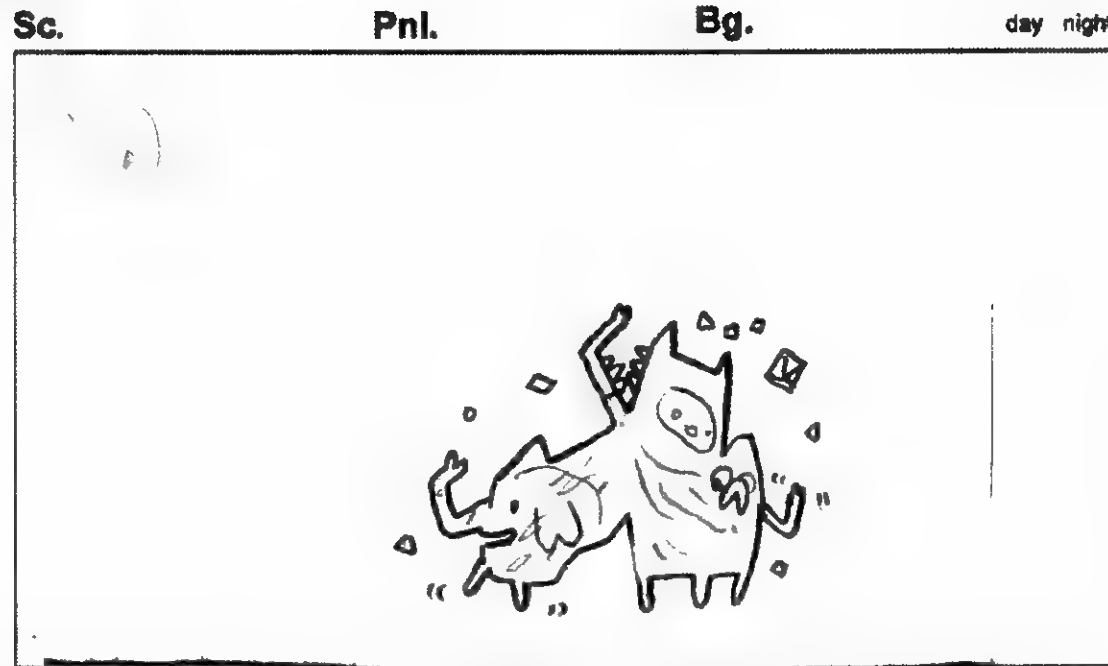
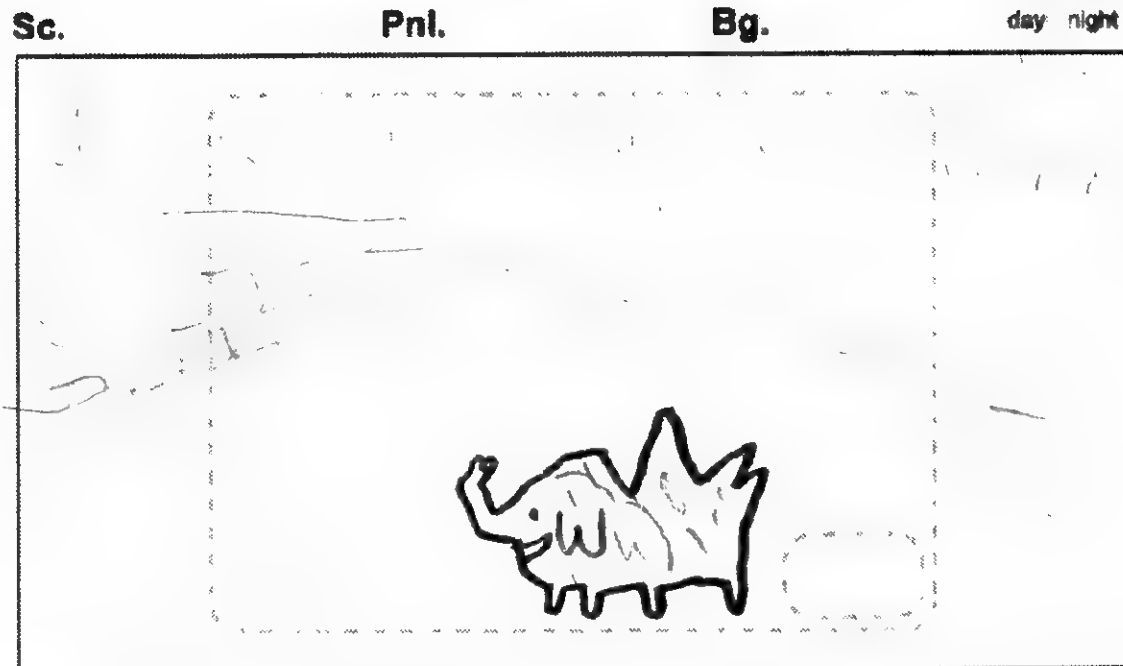
OUT!

Production :

ADVENTURE TIME



Page 233



Dialog:

m: dooo dooooo doo!

Action:

(Finn & Jake run @ right)

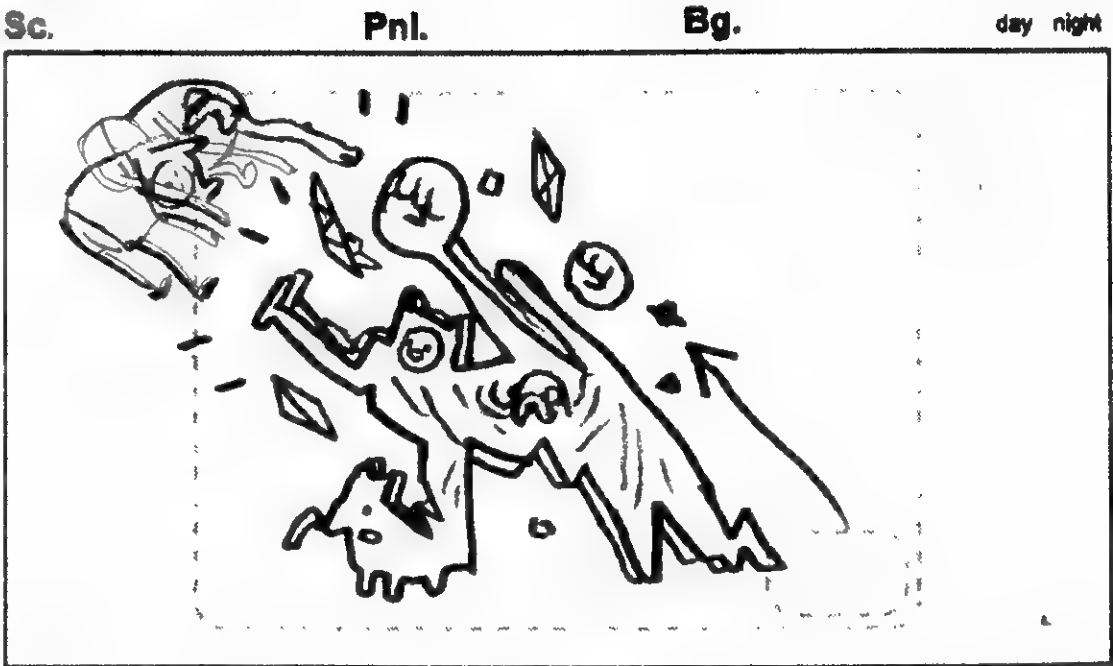
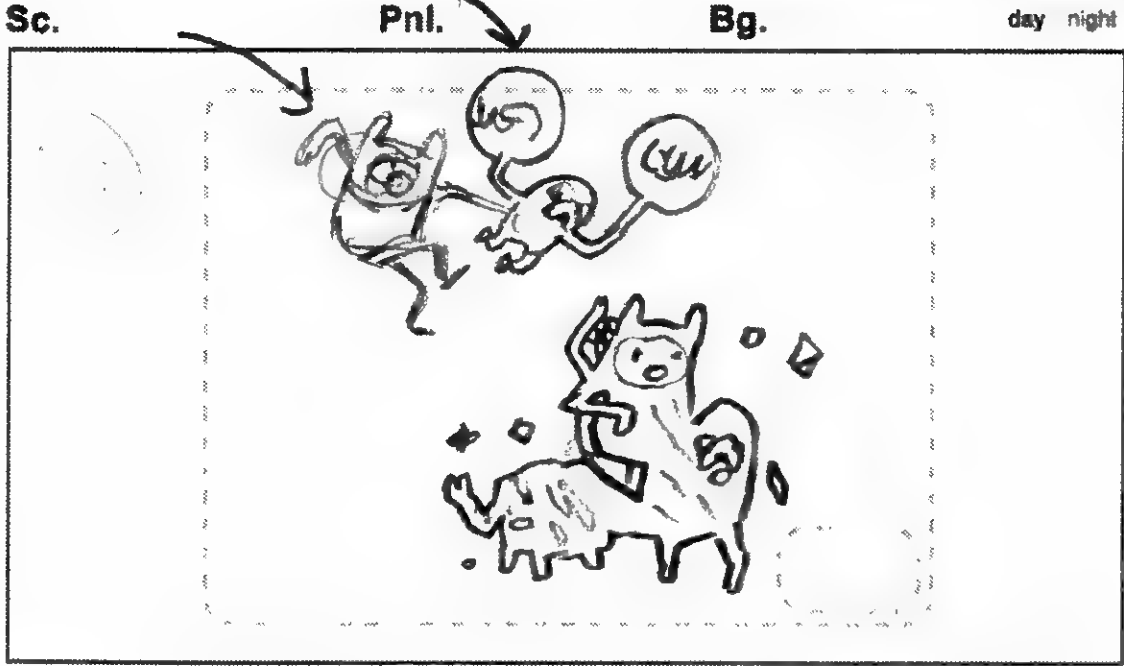
(monster reflecting
tree trunks dicing.)

Timing:

EPISODE # 692016

Production :

ADVENTURE TIME

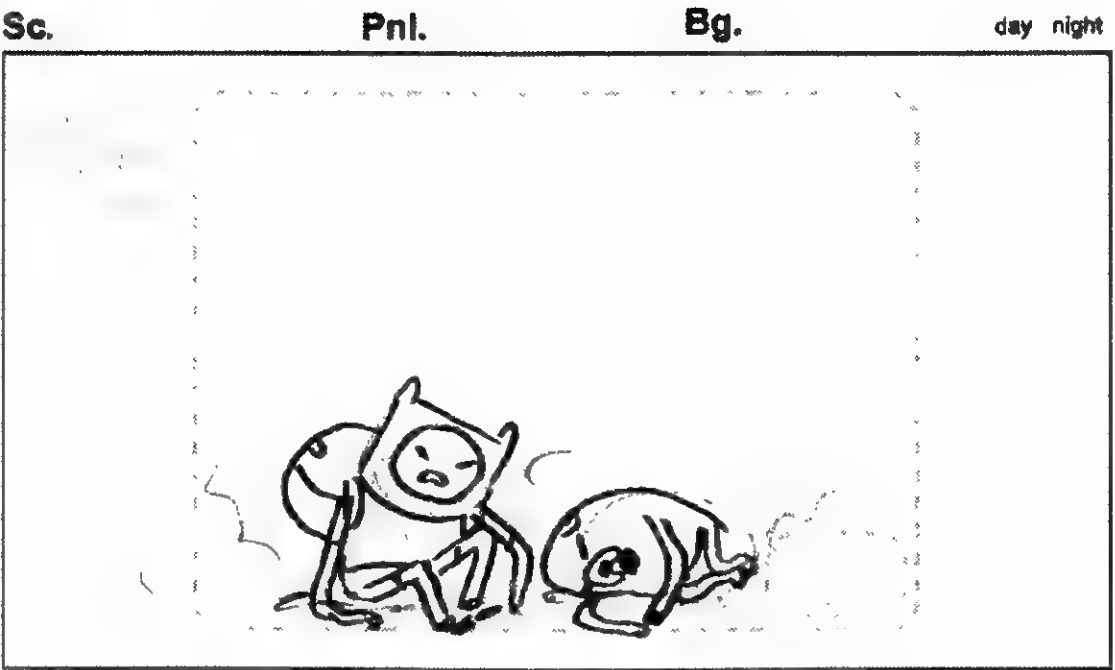
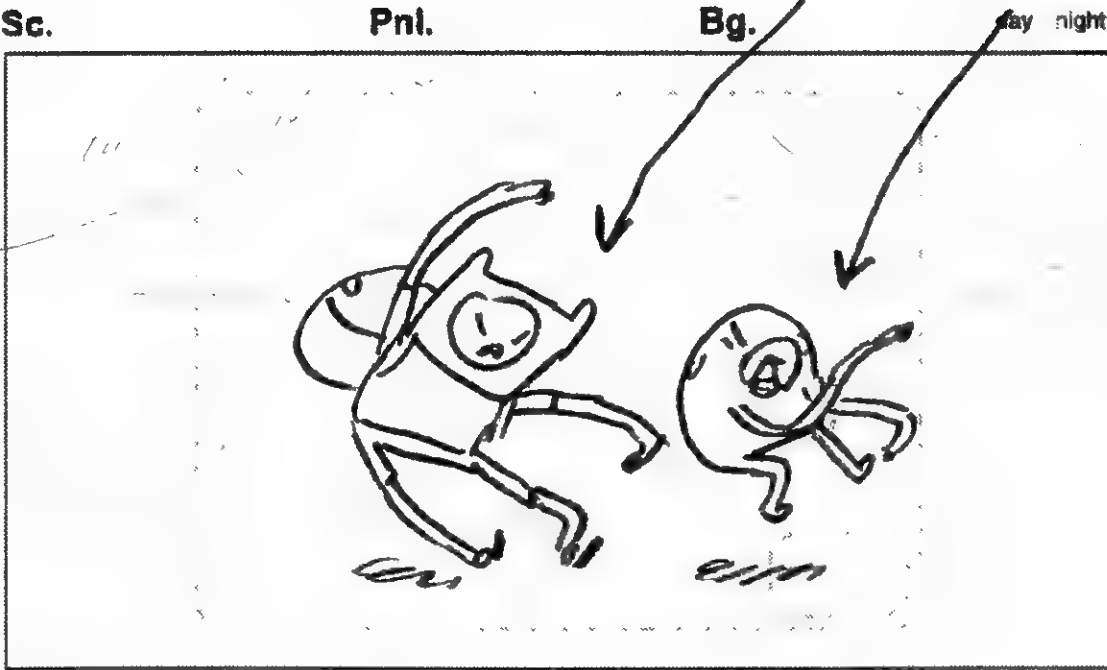
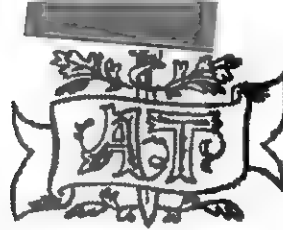


Dialog:	(F) HYAAAA!!! (J) EAT TRASH!	(M) (Jake reflection) EAT TRASH! (Finn reflection) HYAAAA!!!
Action:	(Finn and Jake surprise attack monster)	(monster copies Finn & Jake's moves and wups them)
Timing:		

EPISODE # 692016

Production :

ADVENTURE TIME



Dialog:

① F: oof! crud!

② J: ouch! crud ouch!

Action:

Timing:

© 2009 The Cartoon Network Group, Inc. All rights reserved. This material is the property of The Cartoon Network Group, Inc. It is not to be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage and retrieval system, without the prior written permission of The Cartoon Network Group, Inc.

EPISODE # 692016

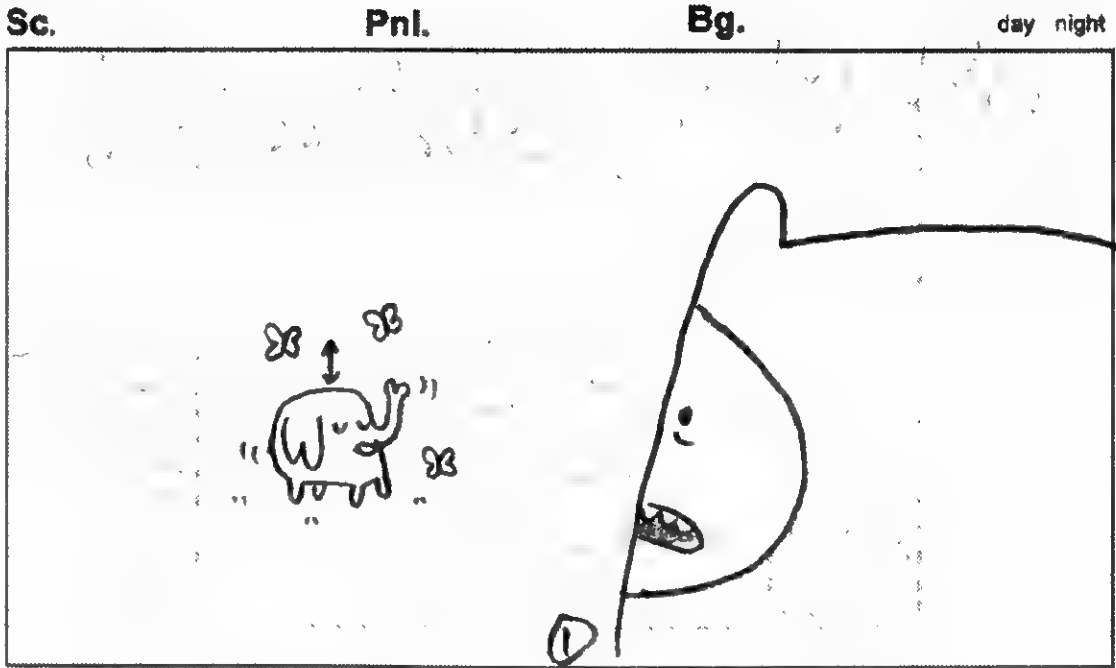
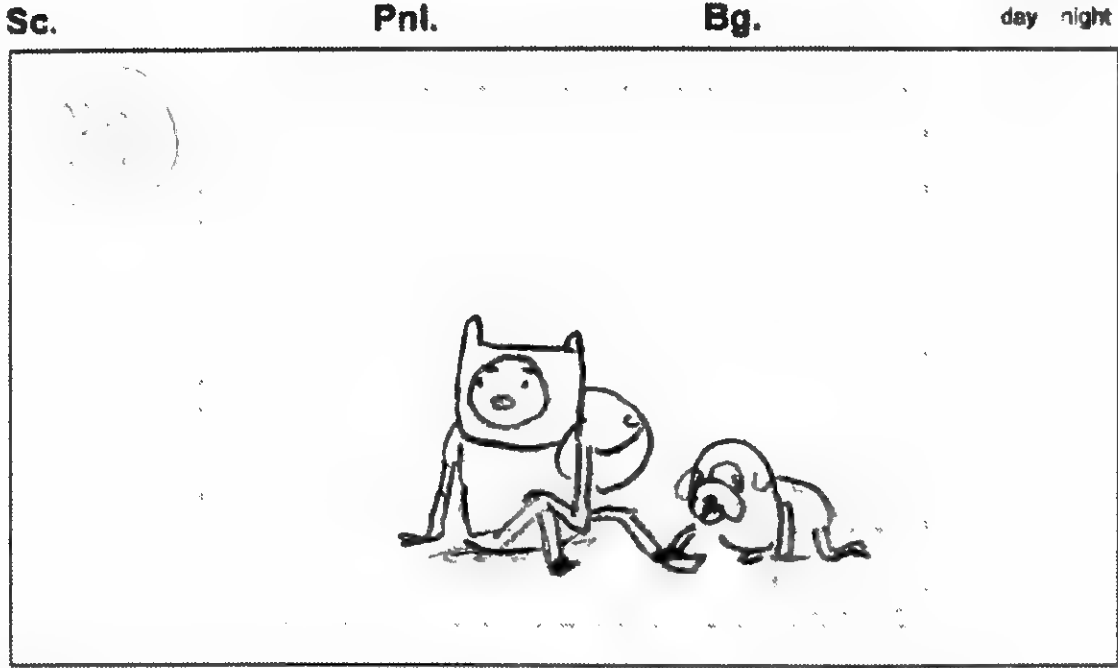
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be shown from the studio, duplicated or used in any manner except for production purposes, and may not be used or reproduced.

ADVENTURE TIME



Page 236

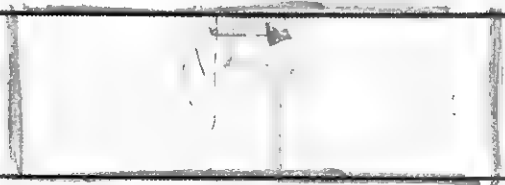


Dialog:

① This is barf, dude
TT: (O.S.) doo doo dooooo!

TT: doo dooo dooooo!!

Action:



Timing:

PAW
* KLT *

EPISODE # 692016

Production :

© 2009 This material is the property of The CW Network, Inc. It is unpublished and confidential and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

3

Sc. Pnl. Bg. day night

Dialog:

(M:) doo dooooo...

(F:) Awwwww! I'm a total moron!

(F:) We gotta fight this one tree trunks style!

Action:

1. 2. 3. * (CAW) * (PANEL 4) *

Timing:

EPISODE 692016

Production :

ADVENTURE TIME



Page 238

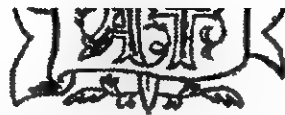
Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:	(J) I'll get the makeup.
Action:	
Timing:	

EPISODE # 692016

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

A hand-drawn storyboard panel. It depicts a landscape with a river flowing from left to right. On the left bank, there is a small, simple structure. In the center of the river, there is a small, dark, circular object with radiating lines, possibly representing a sun or a light source. The background is a simple horizon line.

Sc. Pnl. Bg. day night

A hand-drawn storyboard panel. It features a large, hand-drawn circle containing the words "ADVENTURE TIME" in a stylized, hand-drawn font. An arrow points from the bottom right of the circle towards the bottom right corner of the panel. The background is a simple horizon line.

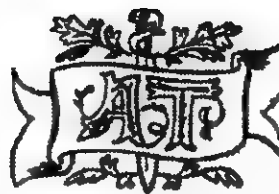
Dialog:

Action:

Timing:

Production : EPISODE # 692016

ADVENTURE TIME



Page 240

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night

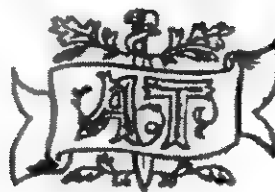
Dialog:
Action:
Timing:

EPISODE # 692016

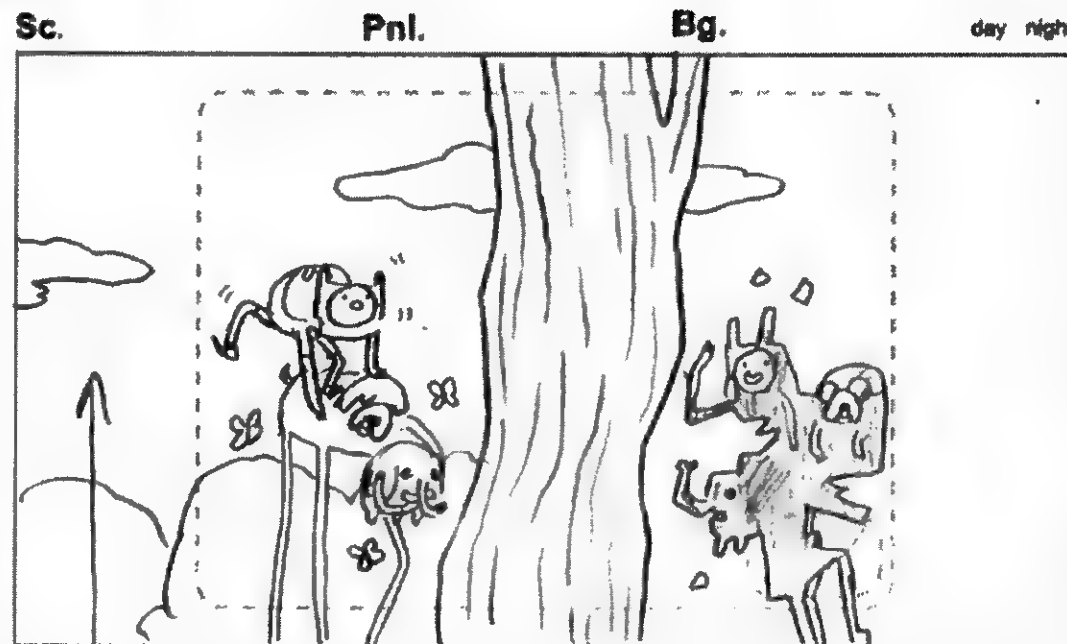
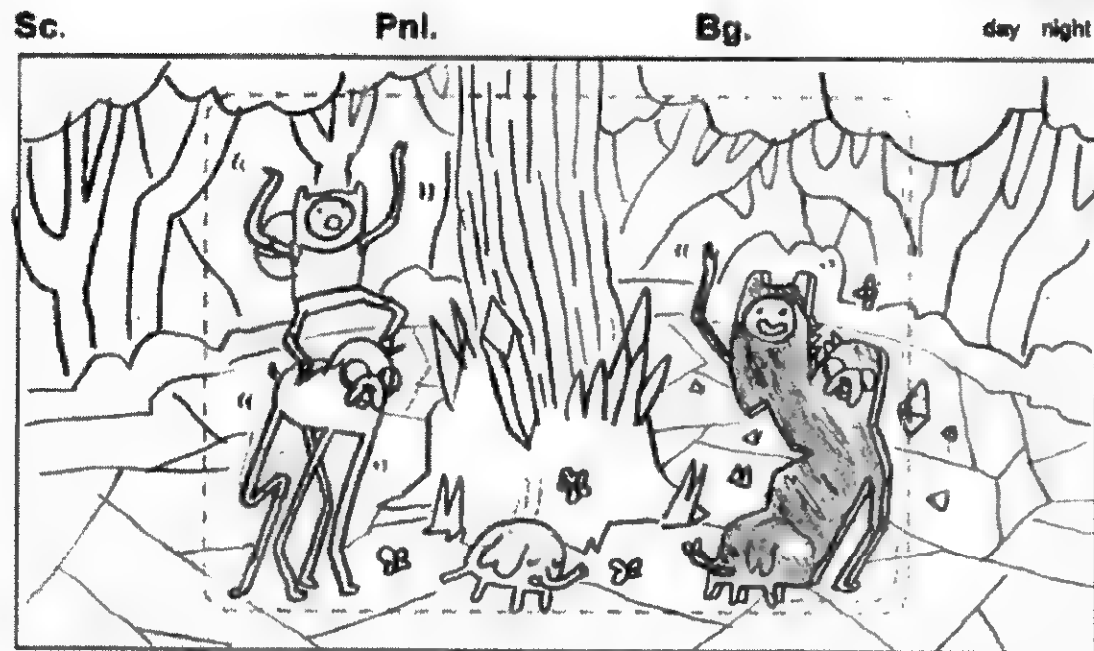
Production :

© 2009 WB. reserved is the property of The Cartoon Network, Inc. It is prohibited and unauthorized to use the words, characters or any other indicia of the cartoon network for any purpose without the prior written permission of The Cartoon Network, Inc.

ADVENTURE TIME



Page 241

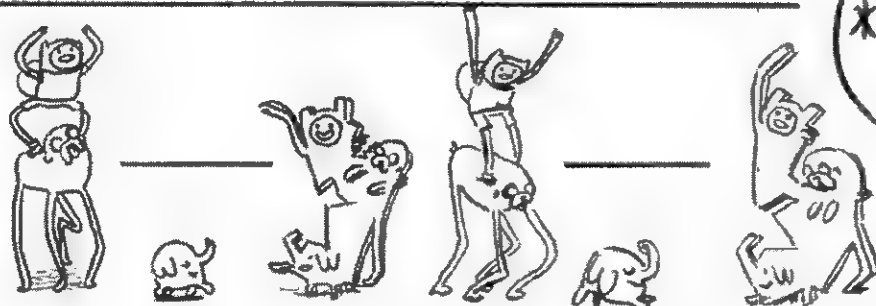


Dialog:

F 2 J 2 T T 2 M:

PAN

Action:



Timing:

1

2

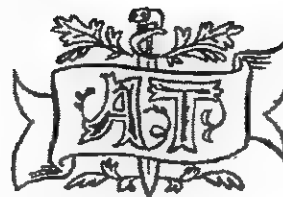
(* DANCE
cycle
A → B → C → A ... *)

(track as Jake & monster
stretch up.)

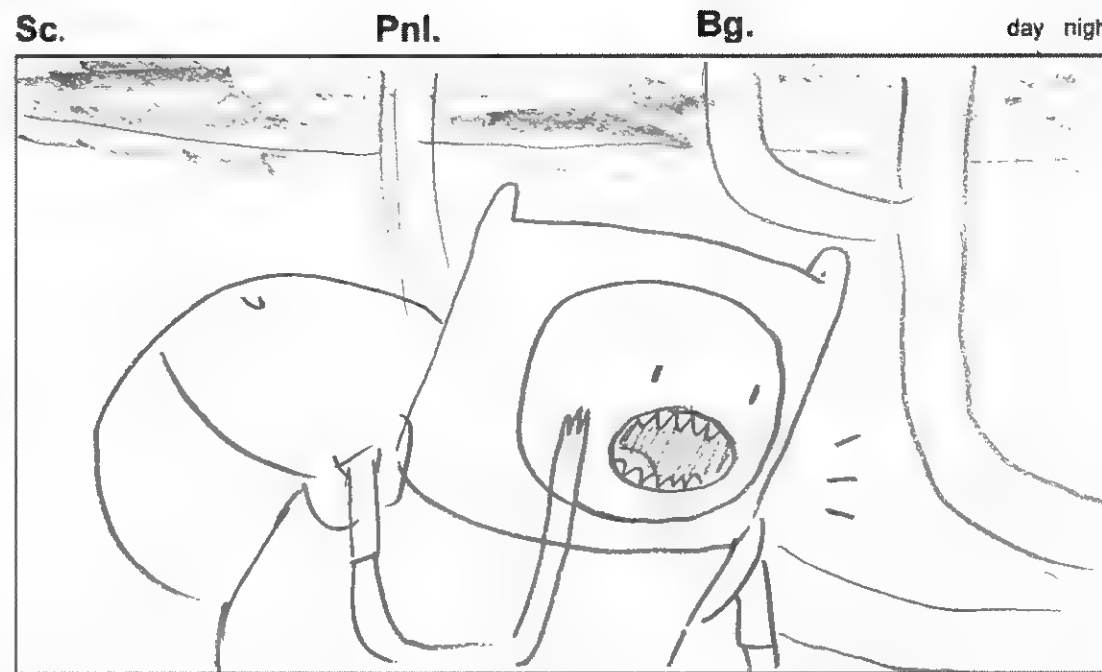
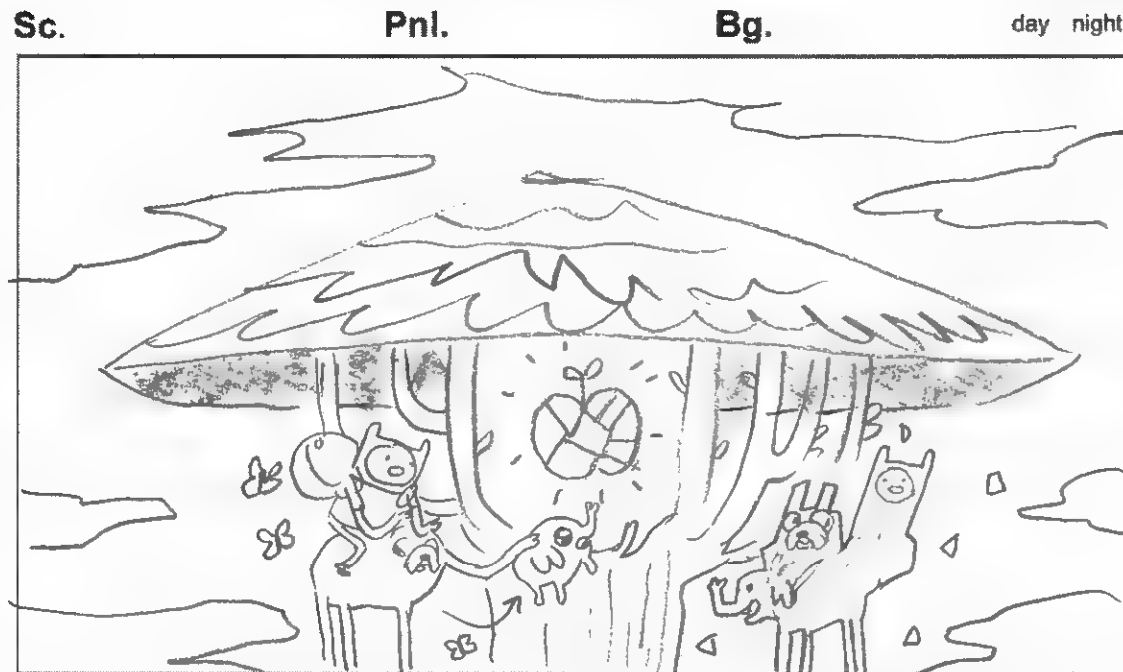
EPISODE # 692016

Production :

ADVENTURE TIME



Page 242



Dialog:

(F) Hey crystal Guardian!
Are you okay with Tree Trunks
taking a bite of that apple?

Action:

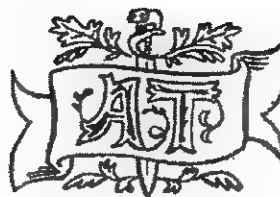
Timing:

EPISODE # 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 243

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

(J.) I'm ok with it....
and I'm stupid!

(C.G.) I'm ok with it..
and I'm stupid!

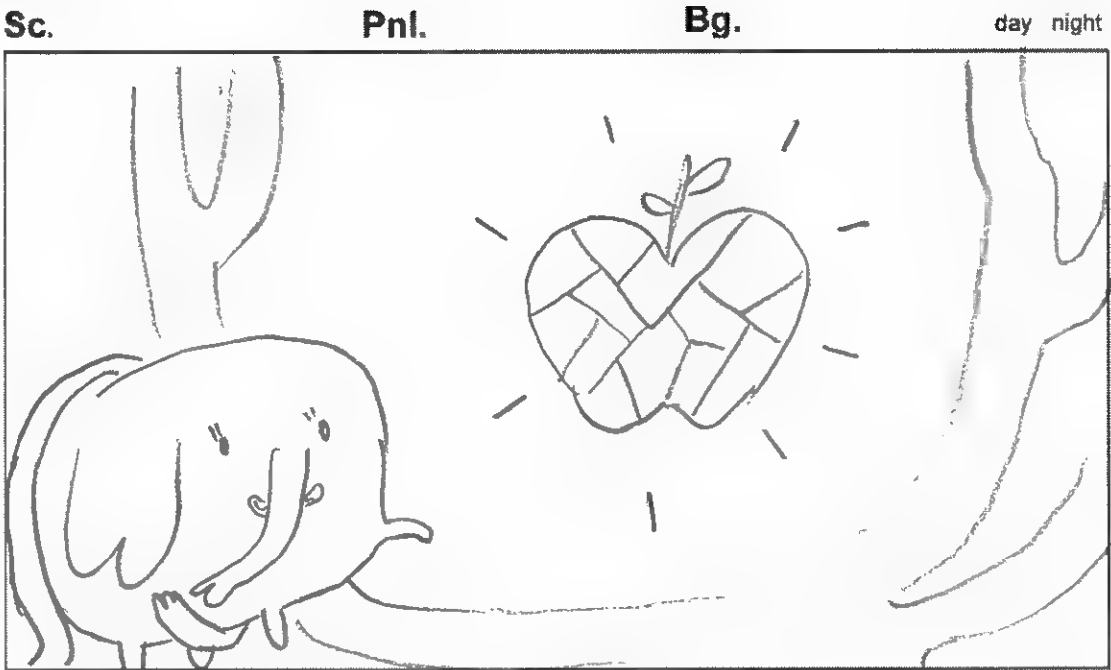
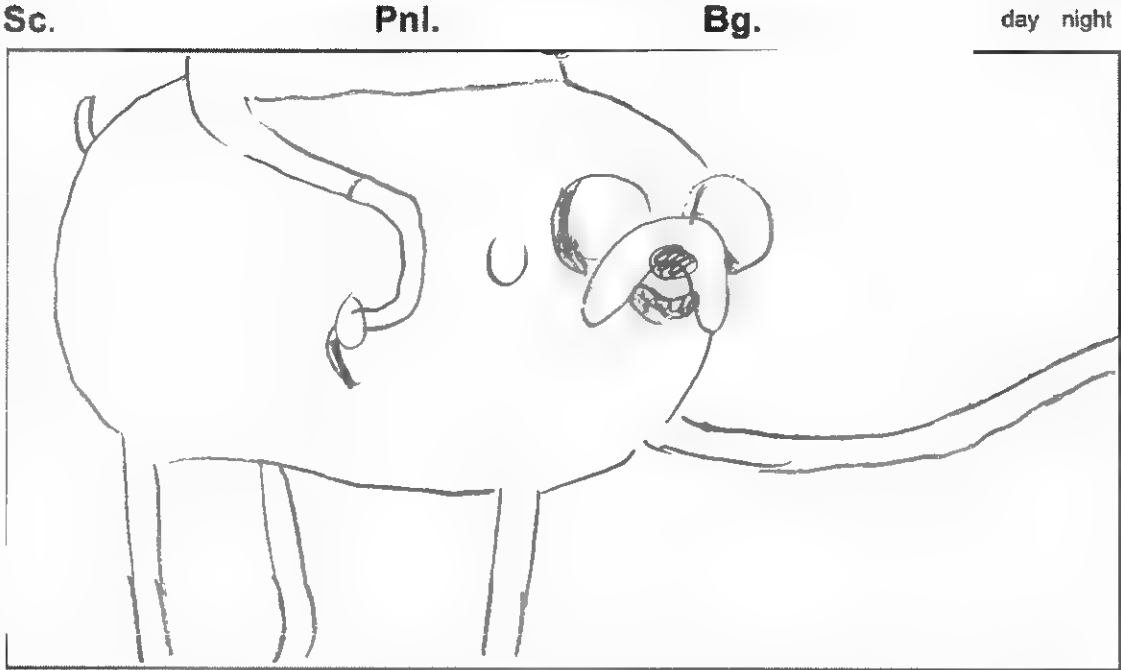
Action:

Timing:

EPISODE # 692016

Production :

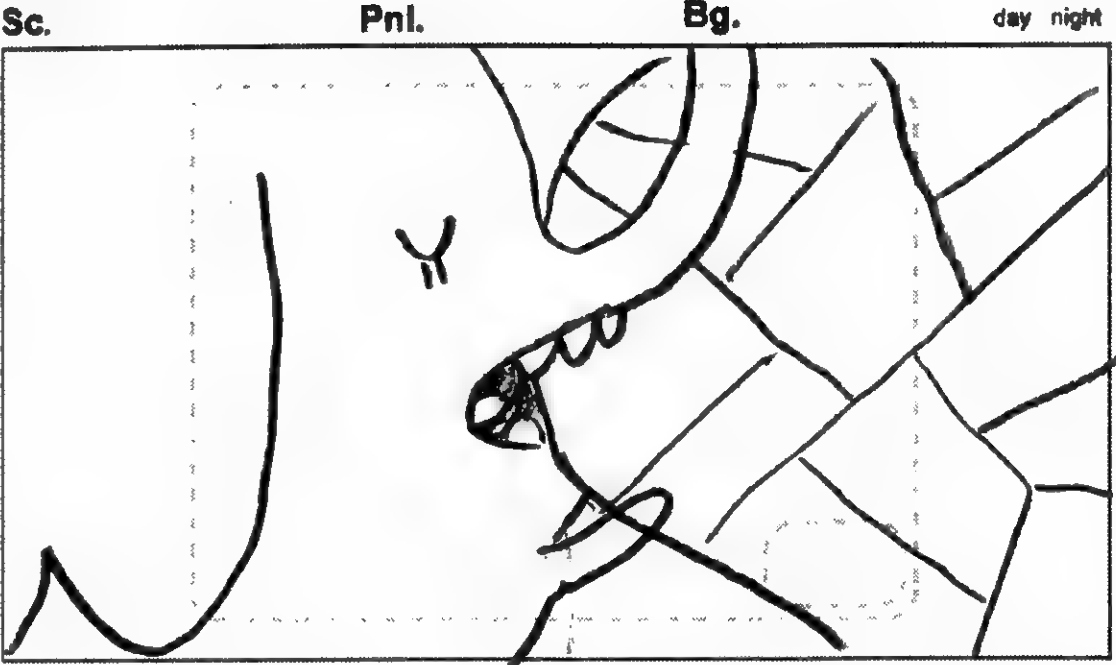
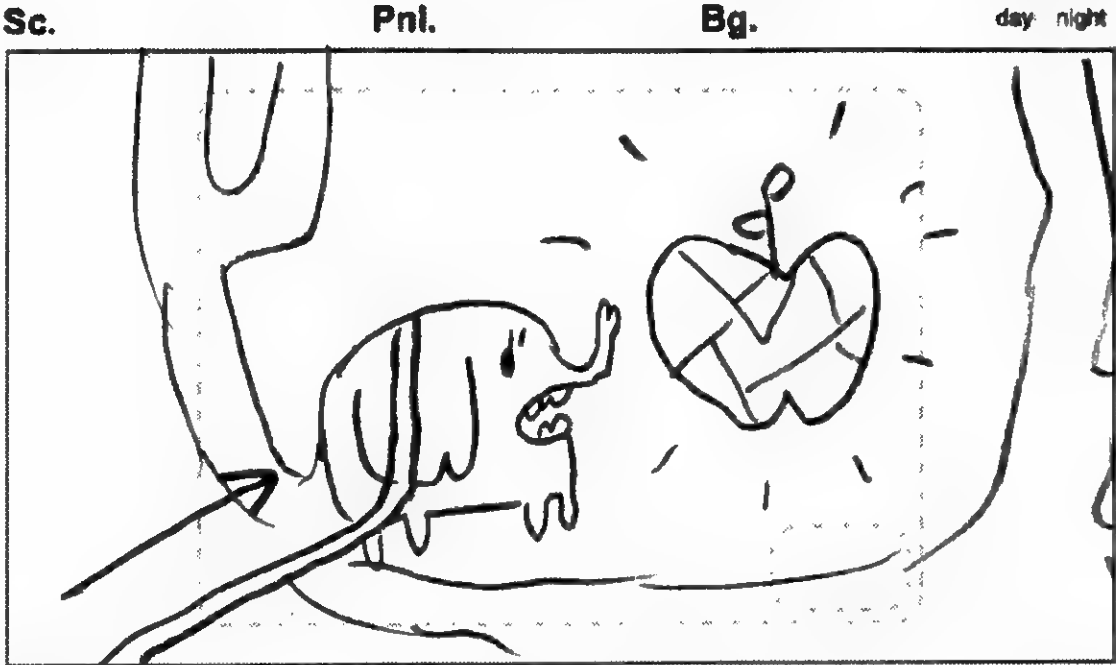
ADVENTURE TIME



Dialog:	<p>①: hahaha you heard the Guardian T.T.! Bite that thing!</p> <p>TT: ok!</p>
Action:	
Timing:	

EPISODE # 692016
Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

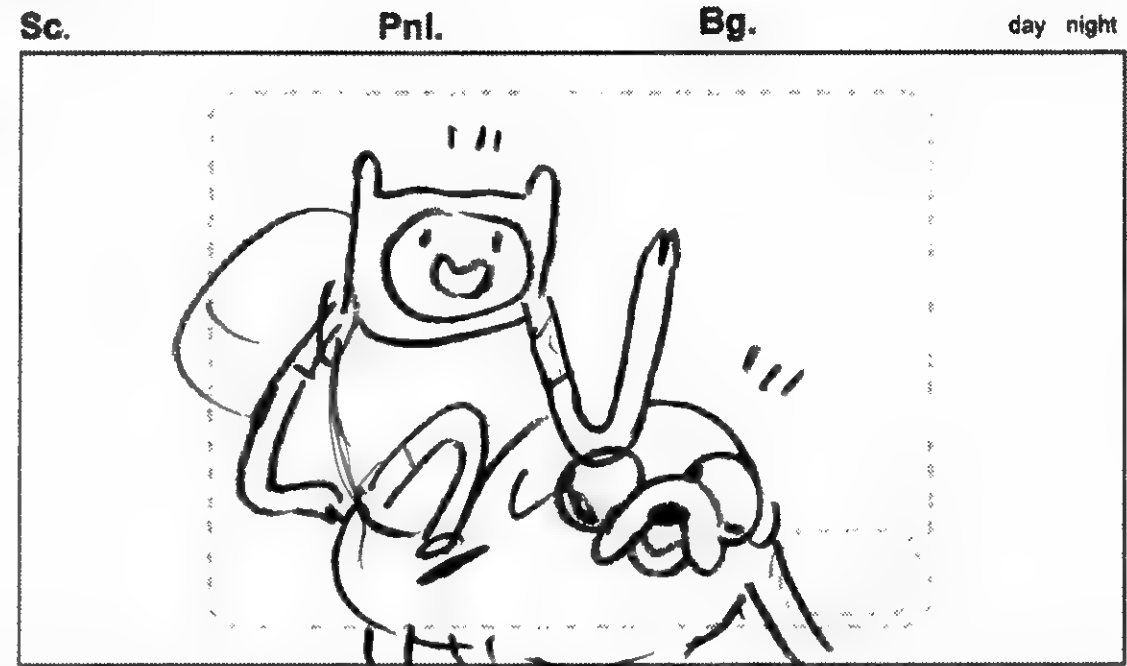
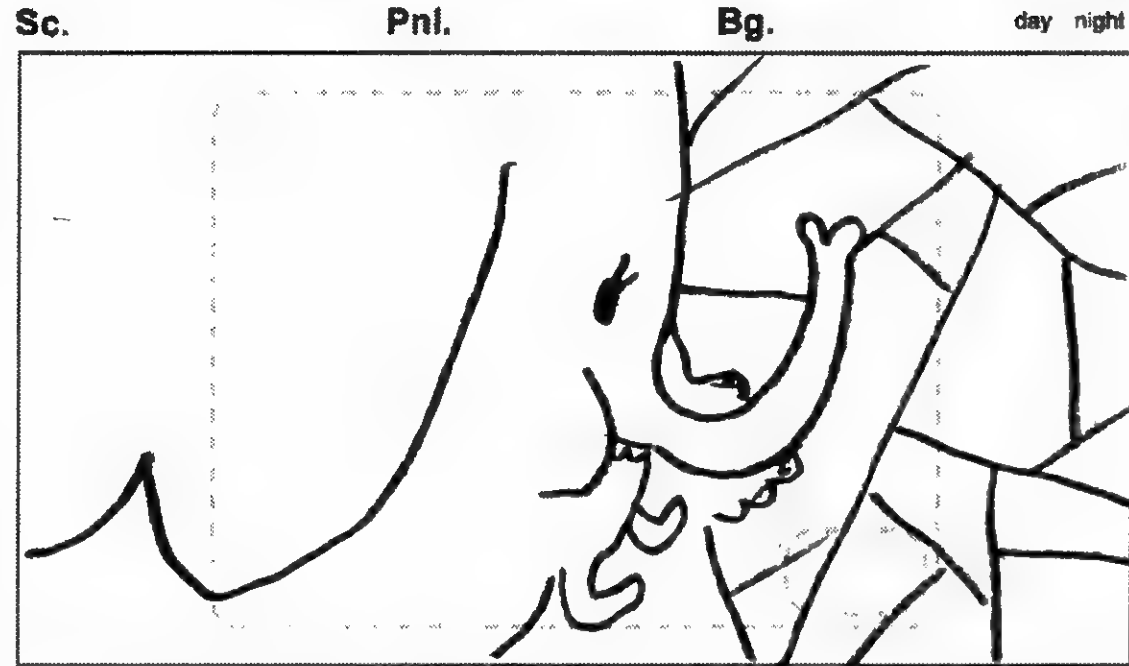
EPISODE# 692016

Production :

ADVENTURE TIME



Page 246



Dialog:

chomp

(F:) woo!!!!
How's it taste

Action:

tree trunks!!
(J:) Yea! How is it?

Timing:

EPISODE# 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and confidential and is not to be used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
Dialo									
Actio									
Timing:									

692016


EPISODE #

Production :

ADVENTURE TIME



Page **248**

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
<p>Dialog</p> <p>= BOOM! =</p>									
<p>Action</p>									
<p>Timing:</p>									

EPISODE# **692016**

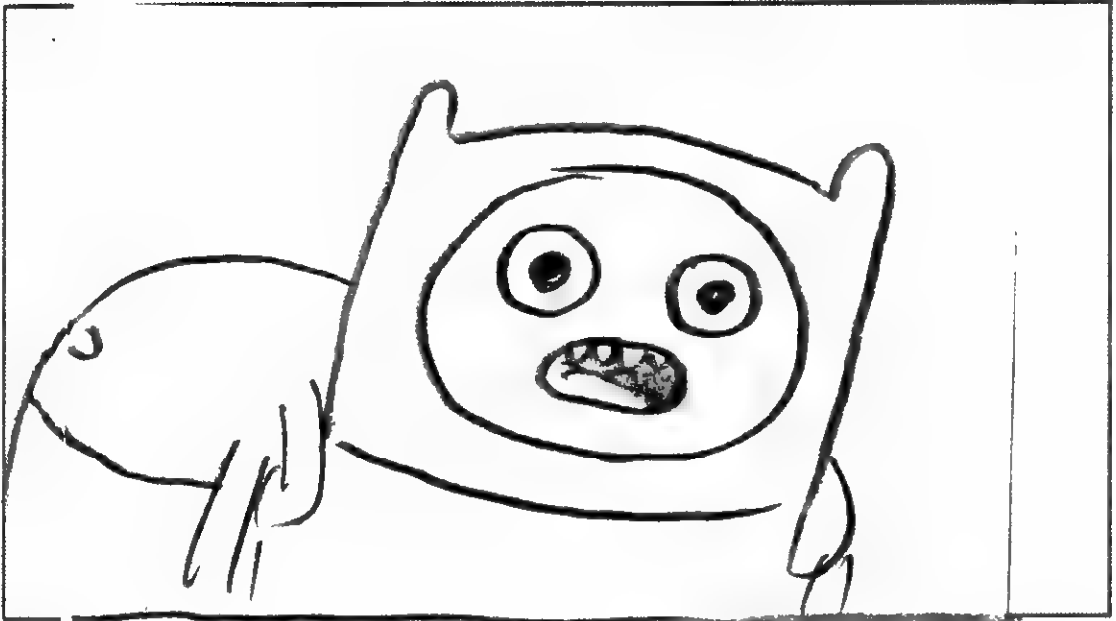
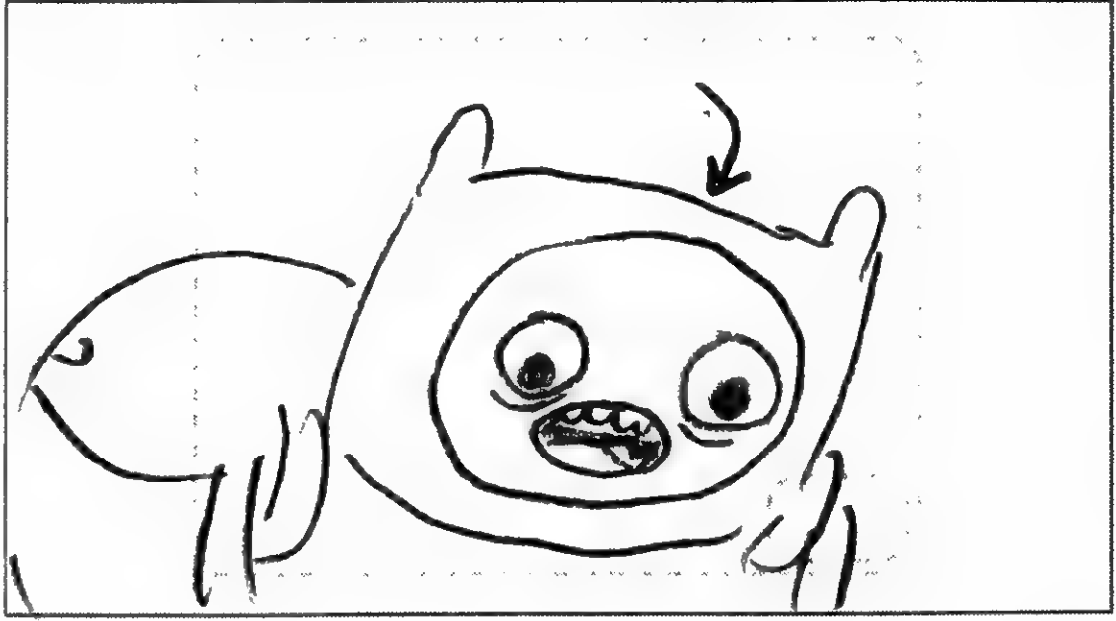
Production :

© 2010 The copyright of the Adventure Time cartoon characters and all other content is reserved by the creator. All rights reserved. No part of this document may be reproduced without written permission from the creator.

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
Dial									
Actl									
Timing:									

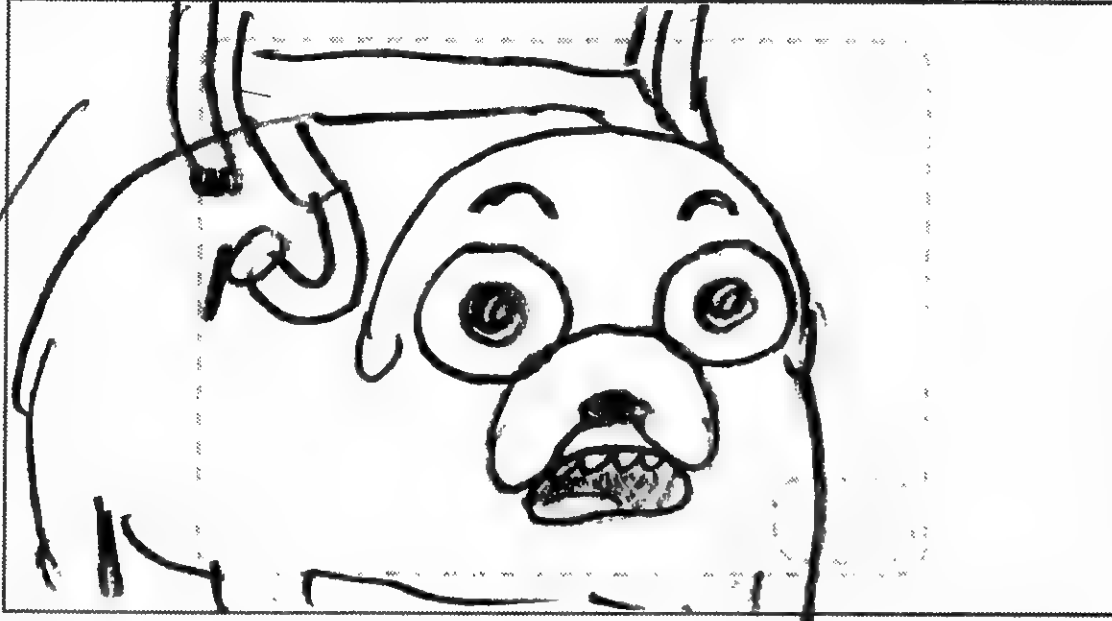
EPISODE # 692016
Production :

ADVENTURE TIME



Page 250

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

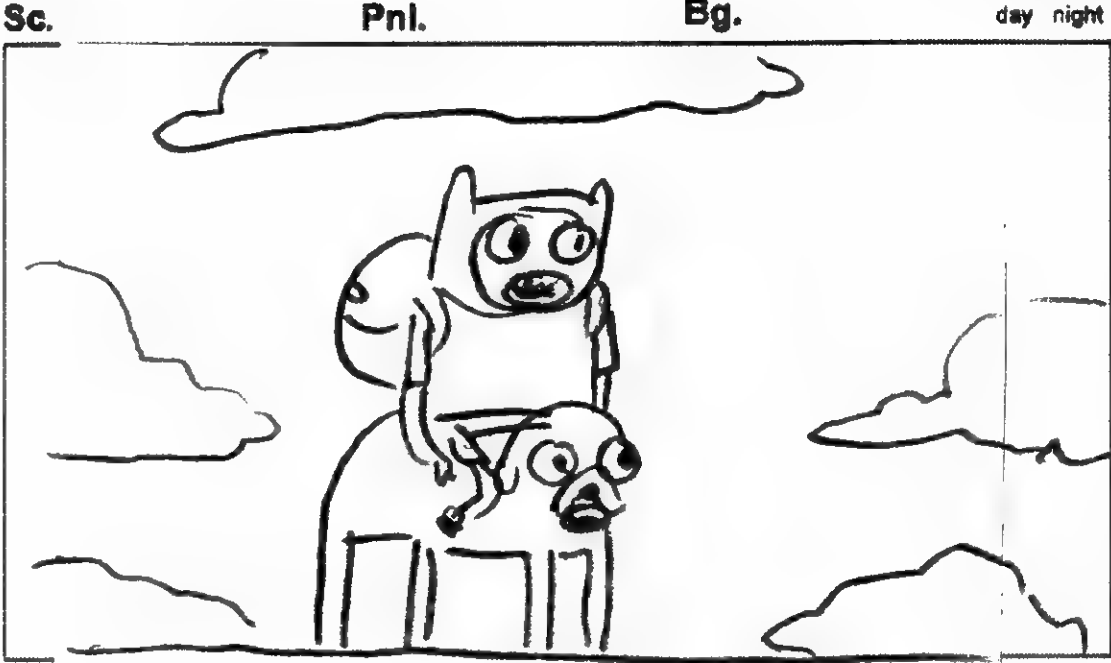
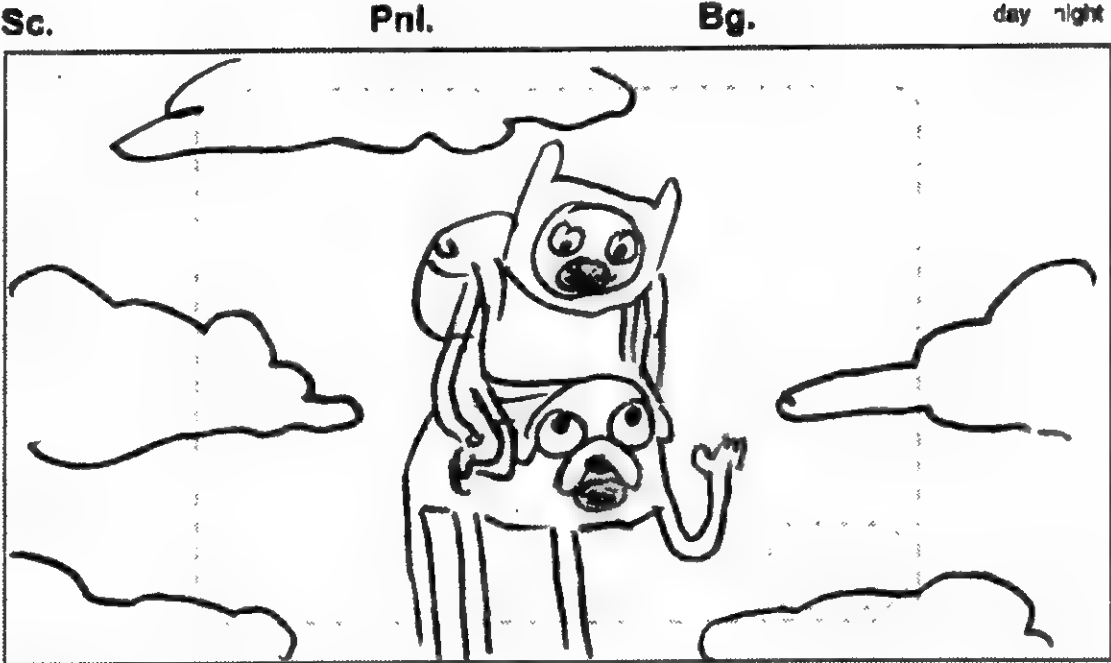
EPISODE # 692016

Production :

ADVENTURE TIME



Page 251



Dialog:

Action:

Timing:

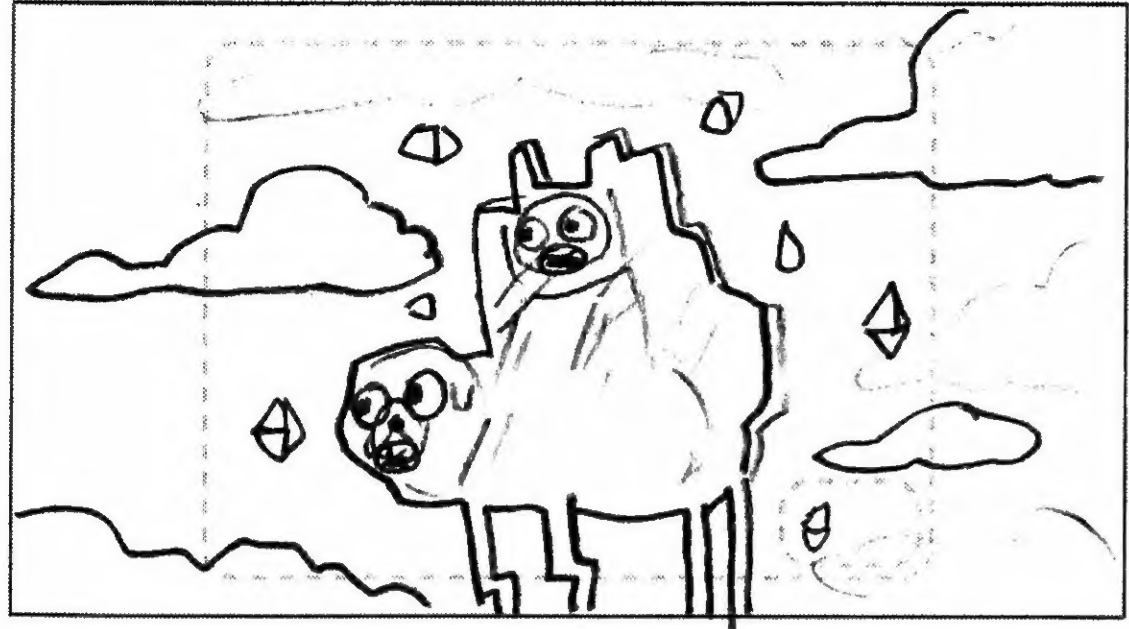
EPISODE # 692016

Production :

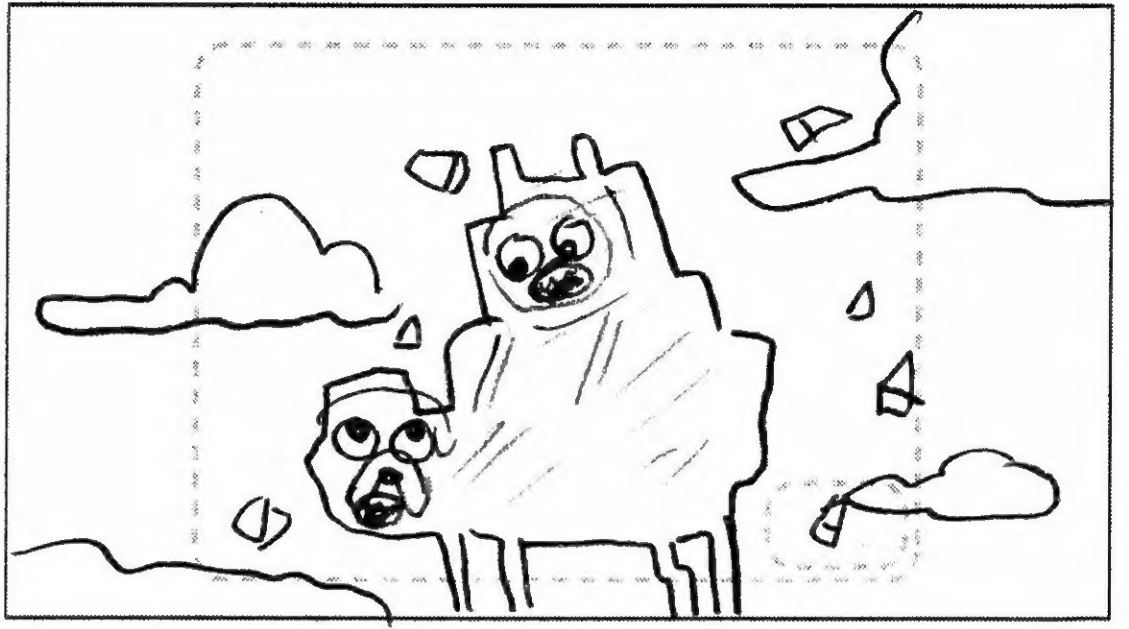
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

692016
EPISODE #
Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner except for production purposes, and may not be sold or transferred.

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be used or reproduced.

ADVENTURE TIME



Page 253

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:

Action:

Timing:

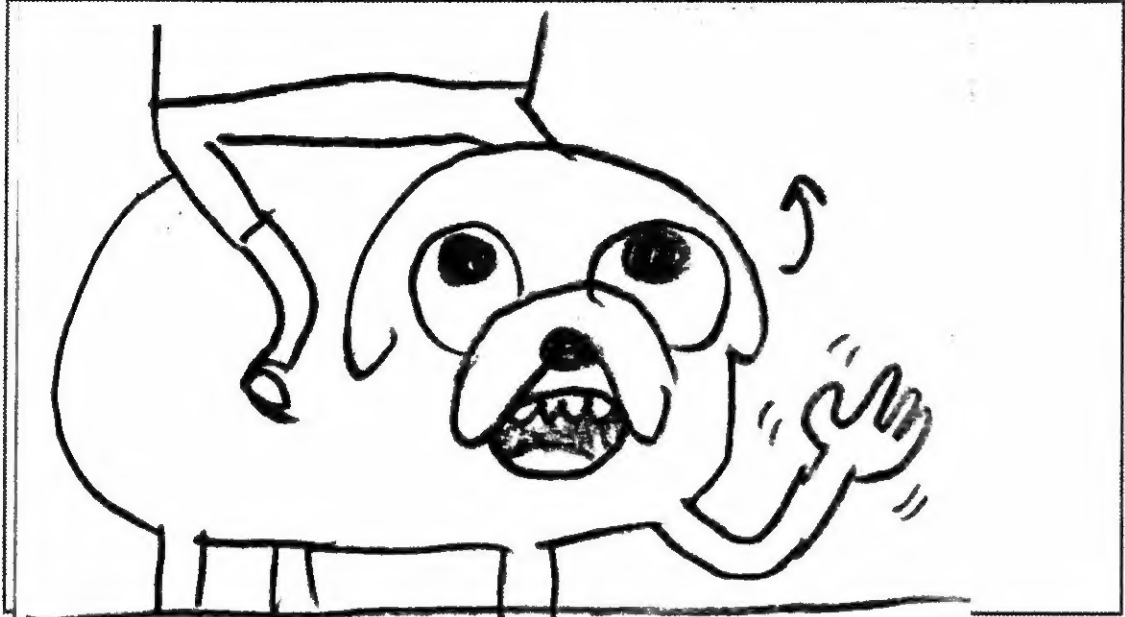
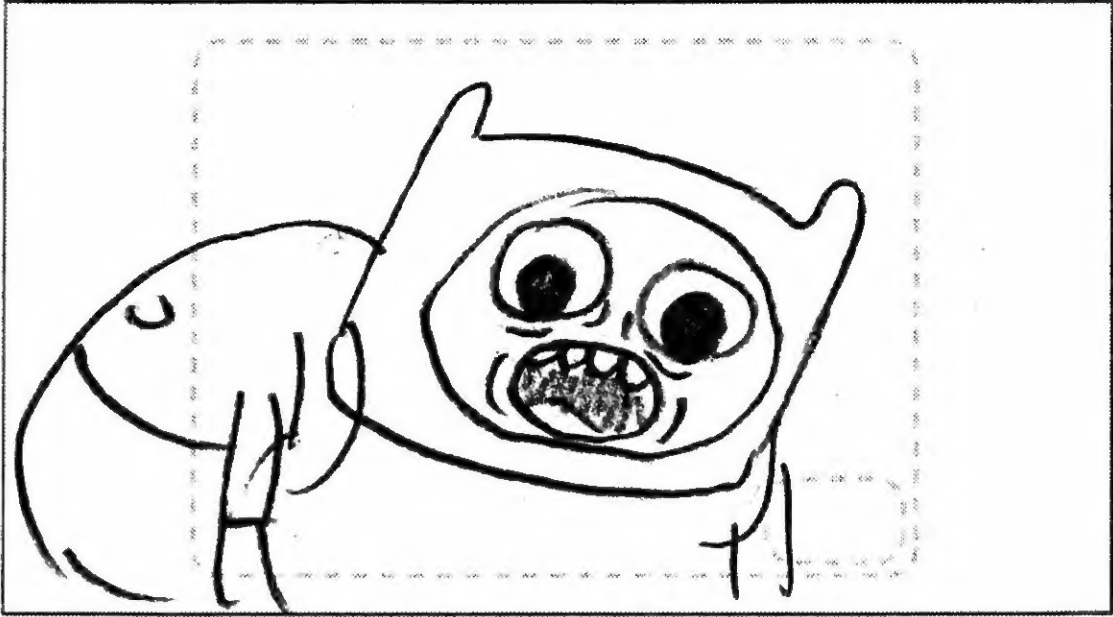
EPISODE # 692016

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio. Adapted or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
Timing:									

EPISODE # 692016

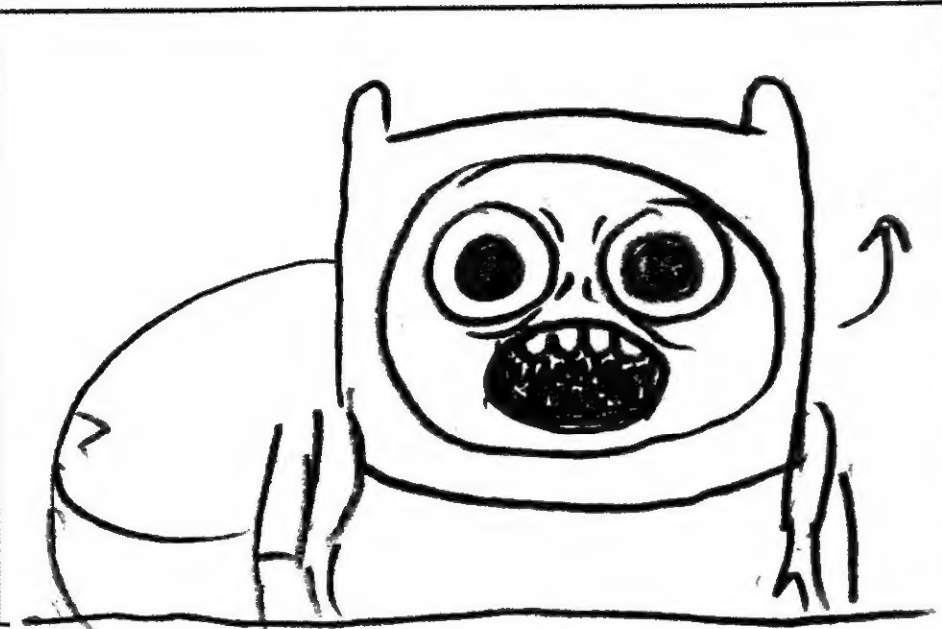

Production :

© 2004 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 255

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
Timing:									

692016

EPISODE #

Production :